

94

Dallas
Cowboys

43

DEFENSE

1994

**MINI-CAMP and QUARTERBACK SCHOOL
MANUAL**

II. DALLAS COWBOYS DEFENSIVE PHILOSOPHY

DALLAS COWBOYS DEFENSIVE PHILOSOPHY

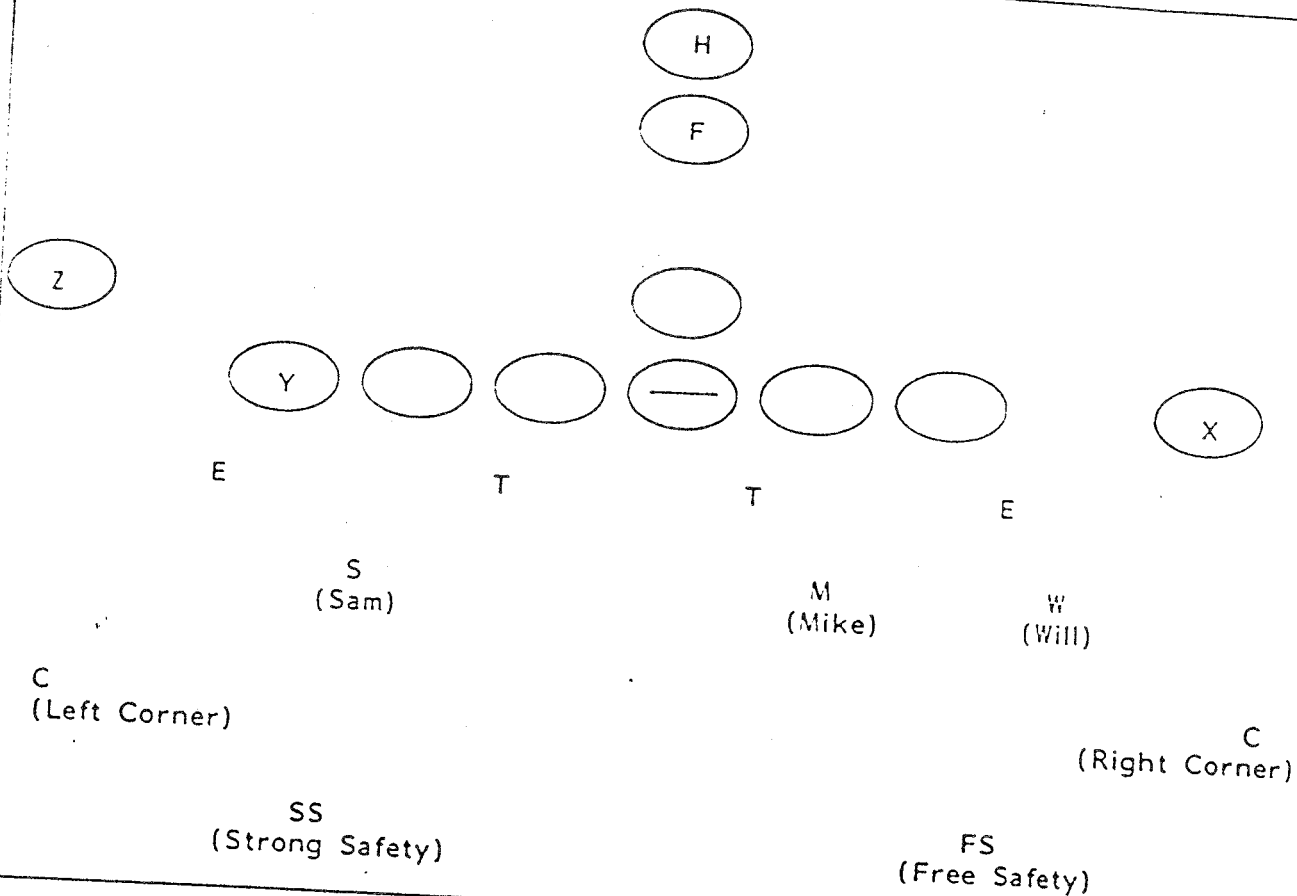
Principles of The Dallas Defense

1. Swarm - This is the first and foremost principle of our defense. Great swarm prevents scores. In the final analysis, the effectiveness of a defensive team is measured by the number of points scored against it. This is also the best way to "intimidate" an offense.
2. "Out Physical" the Opponent - Every Sunday, our opponents must fear the idea of playing against a tough, physical defense. There is a direct correlation between this and our swarming ability. This also pertains to being a great tackling team. We must tackle in an aggressive, wrapping fashion. Missed tackles will not be tolerated. Missed tackles are the disease that can completely cripple a defense.
3. Assignment Execution - Each man must know his individual assignment responsibility on every defense and execute, to the best of his ability, each play. Any gambling or hunch defense by an individual can only lead to a breakdown of our team effort and cause a long run or pass.
4. No Long Runs or Passes - Through team effort, we will keep all gains to a minimum and prevent the long run or pass for a score, or force an offensive error or turnover.
5. Confidence - When we break the huddle, we are confident in what we are doing. Confidence is contagious. Cockiness is stupidity. We have a confident, fearless attitude about playing this game. We will be a great defense.

IV. DEFENSIVE TERMINOLOGY

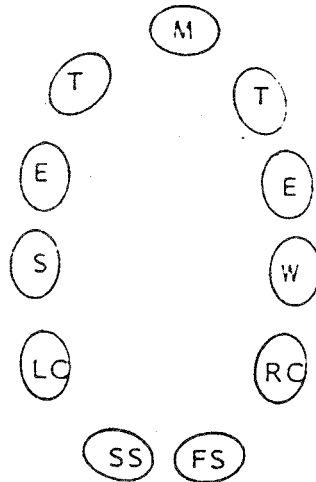
DEFENSIVE PERSONNEL IDENTIFICATION

Page 1



<u>Left End:</u>	Defensive End to the left side.
<u>Left Tackle:</u>	Defensive Tackle to the left side.
<u>Right Tackle:</u>	Defensive Tackle to the right side.
<u>Right End:</u>	Defensive End to the right side.
<u>Sam:</u>	Linebacker to the side of the Tight End (Strong).
<u>Mike:</u>	Middle Linebacker.
<u>Will:</u>	Linebacker to the open side of the formation (Weak).
<u>Left Corner:</u>	Defensive Back on the WR to the left side.
<u>Strong Safety:</u>	Defensive Back to the side of the Tight End.
<u>Free Safety:</u>	Defensive Back to the weak side or middle determined by defense.
<u>Right Corner:</u>	Defensive Back on the WR to the right side.

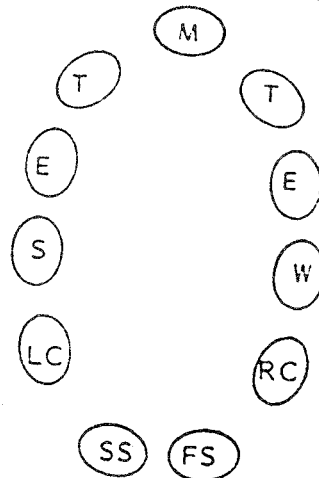
DEFENSIVE HUDDLE PROCEDURE



HUDDLE DISCIPLINE:

1. Set huddle quickly.
2. Everyone in the huddle.
3. Keep head up, eyes on Mike.
4. Sam LB alert huddle for offensive personnel in game.
5. SS give down and distance.
6. Listen to Mike and Free Safety.
7. Mike will give the front, coverage, stunts and games.
8. Free Safety will give the secondary stunts and blitzes.
9. Never leave the huddle without knowing the call.
10. Mentally review (situation, down and distance, etc.).
11. Remind each other of pertinent details (communicate!!!).
12. Be alert to sub-packages.
13. When Center is on the ball, be ready to play...alert for quick count.

C.P.: If no huddle, play automatic defense as designed by game plan.

CALLING DEFENSIVE SIGNALS:

1. Defensive signals are divided into three separate parts:

(1)
First part.....
Gives alignment and
responsibility for
Linemen and LBers.

(2)
Second part.....
Gives any stunts,
movement or games
by front seven.

(3)
Third part.....
Gives pass
coverages.

Example of a Standard call:

(1)
A. Base
This means that
our base front
will be used.

(2)
Mike Shoot
Gives a stunt
involving MLB and
both Tackles.

(3)
2 / 3
Secondary
coverage by
offensive formation.

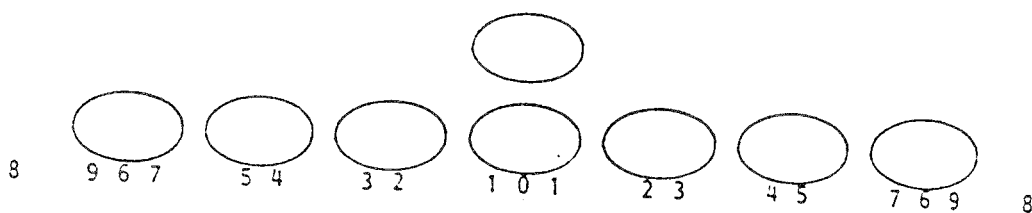
(1)
Tite 5

(2)
Storm

(3)
Blitz Press

C.P.: Mike will give the front and stunt, if one is used. Free
Safety will give coverage. Then Mike will say "Ready"....
(pause), then everyone will clap hands and say "Swarm".

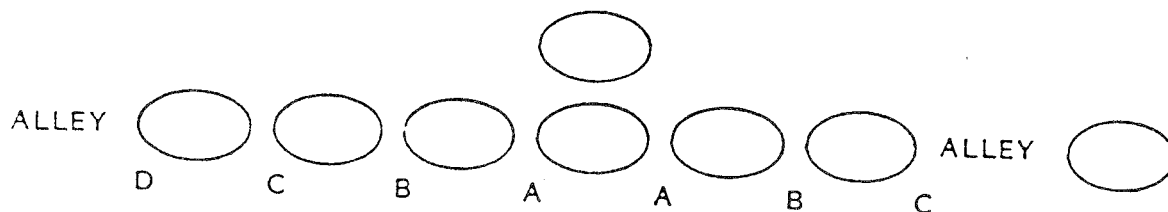
DEFENSIVE TECHNIQUE NUMBERING



1. Each number represents an alignment on an Offensive Lineman.
2. The numbered technique correlates to your Gap responsibility.

C.P.: An "0" added to any technique number will be used to describe Linebacker's alignment; i.e., 30, 50, 10, etc.

IDENTIFYING DEFENSIVE GAPS



1. "A" Gap - Area between Center and Guard.
2. "B" Gap - Area between Guard and Tackle.
3. "C" Gap - Area between Tackle and Tight End.
4. "D" Gap - Area outside the Tight End to the Alley.
5. "Alley" Gap - Area outside the "D" Gap.

C.P.: We are an aggressive, attacking, gap control defense. With each front we play, you will be asked to dominate a particular Gap.

GENERAL DEFENSE

Adjust	Refers to adjustments made by Safeties in Man for Man Coverage to one man backfield sets.
Alley	Area of responsibility outside the D Gap.
Backer	Linebacker force.
B.C.	Ball Carrier.
Blitz	6 to 8 man pressure with Man coverage, no help.
Bounce	Ball Carrier cutting outside to force.
Box	Defensive End or Outside Linebacker force by blocking scheme or call.
Buzz	Drop by Linebacker to the flat keying or doubling number one.
C.P.	Coaching Point.
Cloud	Corner force with 2-deep coverage.
Cop	Spy technique by LB or DB within 30 package.
Cushion	Distance between defensive man and receiver down field.
Cutback	Ball Carrier cutting inside force man.
Dead Area	15-20 deep behind corners in Cover 2.
Fill	Term used to describe a defensive player closing a hole or inside-out on Ball Carrier.
Fire	Pass thrown off of full flow run fake strong.
Flex	Tight end open alignment more than 3 yards.

General Defense (Cont'd.)

Flood	Pass thrown off of full flow weak.
Flow	Direction of backs' movement.
Force	Person responsible for containment of End Run.
Games	Defensive line pass rush charges and lane responsibilities.
Gap	Area of responsibility between offensive linemen. Example, A, B, C, D, Alley.
Joker	Defensive coverage alignment where one of the secondary personnel is aligned to create 8-man front.
Kick	Corner force with 3-deep coverage.
Key	Offensive movements which enable a defensive man to carry out his assignment more effectively.
L.O.S.	Line of Scrimmage.
Max	Nickel blitz with 8-man pressure.
Omaha	Term used to automatic the defense out of huddle call to preset front and coverage by game plan.
Oskie	Interception alert.
Over	The term Over tells Corners to line up on the WR's in Zone Coverage.
Peel	Technique used by Defensive Ends to cover back releasing across your face.

General Defense (Cont'd.)

P.O.A.

Point of Attack.

Penetrate

Crossing the line of scrimmage.

Personnel Groups

Standard	-	2 WR's, 1 TE, 2 Backs
Opal	-	3 WR's, 2 Backs
2Y	-	1 WR, 2 TE's, 2 Backs
3Y	-	3 TE's, 2 Backs
Deuce	-	2 WR's, 2 TE's, 1 Back
Diamond	-	3 WR's, 1 TE, 1 Back
Jade	-	4 WR's, 1 Back
Trio	-	3 TE's, 1 Back, 1 WR
Ruby	-	5 Receivers, No Backs

Pocket

Area between outside leg of both offensive tackles, from the L.O.S. to 9 yards deep.

Preset

Term used to describe offensive linemen in a 2 point stance.

Progression

Under reads by LBer and DB on numbered receivers.

Pursuit

After execution of defensive assignment, all eleven (11) players swarming the football at proper angles.

Read

Using backfield sets to determine strength of coverage.

Green Dog

Technique of blitzing defender responsible for any back release crossing your face.

Sky

Safety force.

Slice

Term given to describe drop by LBer to drive and wall off #1 weak.

General Defense (Cont'd.)

Spy	Technique used by Defensive Linemen to eliminate rush responsibility and add game plan drop and coverage responsibilities.
Storm	Run blitz from basic fronts bringing two linebackers.
Strong Side	Side of formation which designates strength. Run strength is to Tight End; pass strength is to 2 most dangerous receivers.
Stunts	Combination movements with defensive line and linebackers.
Thief	Term used to describe spot drops by defensive tackles when used in conjunction with LB'er or Nickel Backs firing.
Weak Side	Side of formation away from strength, run or pass.
Wheel Route	When receiver or back runs shoot and up.
X Man	Extra linebacker in 30 package or stack package.

COVERAGES:

Banjo	Inside-outside coverage on two (2) receivers.
Bump It	Term used by coverage people on motion to switch receivers.
Clue	Zone technique by defensive back keying quarterback and receivers for quick throw and route recognition - #2 strong or #2 weak.
Cover Down	Term to alert linebacker or defensive back to line up on receiver in his area.
Double Coverage	Two defenders inside-out or short and long on one receiver.
Freeze	Term used to lock the Corners into a particular technique; i.e., Press, Engage).
Funnel	Forcing a receiver to release inside or outside by call.
Gone Call	Term used by linebacker or Nickel back when leaving normal alignment.
Hawk	Technique used by strong side Defensive End by reaching the TE. Rush if Y blocks, cover if releases.
Hug	Aggressive Man coverage technique by linebackers or Nickel backs on blocking backs or tight end.
Jam	Technique used by defensive back or linebacker to re-route receiver.
Middle	3 defenders on 2 receivers using outside man-to-man technique.
Nickel	Substitution of a LBer, Sam, Mike or Will, by a defensive back in our 40 package.

Coverages (Cont'd.)

Out Call	Term used by Mike LBer in stretch alert to communicate the creation of Quads to Sam and Strong Safety.
Play It	Term used to lock the defense into playing the huddle call.
Press	Tight alignment and technique used in man-to-man coverage or Zone disguise.
Robber	Zone technique turning into man-to-man on pattern recognition.
Secondary Support (Run-Pass)	Person responsible for pass first and support of force man if receiver blocks.
Sink	Technique used by Corner after Jam or Funnel.
Stay	Term used to alert corners not to cross formation on receiver motion.
Stretch Alert	Call made by Mike LBer in Cover 3 to alert Sam LBer and Strong Safety to expand on the creation of Quads.
Tackle Box	Area in backfield directly behind offensive tackle.
Trail	Underneath man-to-man technique with 2 deep safety help.
Trio	Man Coverage call used to alert that there are 3 receivers in stack position.
2 Sink	2 Deep Coverage that can become 4 deep coverage on WR routes.

GENERAL OFFENSE:

Bootleg	Play action pass with quarterback going opposite full flow.
Crack	Term used to alert linebackers or safeties to a block coming from outside-in.
Divide	Back movement away from passing strength.
Drop Roll	Roll out movement by quarterback off of drop back pass.
Empty	Any formation created by the offense with No Backs in the formation.
F	Fullback.
FL (Z)	Flanker.
H	Running Back.
Hot	A receiver running quick route (in or out) upon blitz recognition.
Motion	Back movement to passing strength.
Move	TE shift.
Pair	2 Tight Ends set to same side.
Rocket	Change of strength movement by Flanker.
SE (X)	Split End.
Stack	Term used by Free Safety to alert coverage people that the offense has 3 receivers closely aligned, constituting an automatic coverage check.
TE (Y)	Tight End.
Ted	Tight End off ball.

General Offense (Cont'd.)

Yoke

Tight End motion.

U

Second Tight End.

Waggle

Play action pass with split flow of backs and
quarterback roll.

Wham

Inside trap by back or Tight End.

TERMINOLOGY FOR
DEFENSIVE LINE AND LINEBACKERS

Page 13

I. FRONTS:

Base	Eagle adjustment to the TE side.
Base "G"	Base alignment with 1 technique on the weak side, moving to a 2 technique.
Base Solid	Base alignment with strong side end and Sam exchanging gaps and alignments.
Base Whip	Base alignment with Will on the L.O.S.
Base "G" 7	Base G with 7 technique adjustment by 9 technique end.
Wide 29 wide	Defensive alignment where Mike, strong tackle, Sam and strong end make a strong side adjustment.
Tite	Double Eagle alignment both strong and weak.
Tite 5	Eagle reduced alignment to the weak side.
Tite 5 Tuff	Eagle reduced adjustment with both tackles aligned in "A" gaps.
Bear	8-man front alignment.
Stack	4 LBer - 8-man front.

II. STUNTS, GAMES & GENERAL:

Go	Term used to alert defensive line to automatic pass rush.
Games	Term used to designate an exchange of rush lanes for defensive line.
Lock	Term used to ensure no change in front or rush call.

Stunts, Games & General (Cont'd.)

Spill	Term used to describe technique by defender taking on a block through offensive man's inside shoulder.
Squeeze	Heavy leverage at P.O.A. with proper gap control.
Under	Stunt by Will LBer coming in "B" gap weak (delayed).
Dive	Stunt by Will LBer coming in "B" gap weak.
Crash	Aggressive outside stunt by Will LBer using Spill technique.
Fullback	Aggressive inside stunt through the "C" gap by the end on the tight end side; can be called as an adjustment to two Tight Ends.
Gap	Aggressive inside charge through the "B" gap by the weak side end.
Shoot	Stunt by designated LBer (Mike, Sam, Will).
Hard	Aggressive outside stunt by the Will LBer. Could be from normal or Whip alignment.
Cha-Cha	Pass rush game involving both tackles (to strong side), 3 Technique goes first.
Cross	Pass rush game involving both tackles (to weak side), Weak Tackle goes first.
Thunder	3-Man pass rush gamed to the weak side.

Stunts, Games & General (Cont'd.)

Twist	Pass rush game between end and tackle (tackle first).
Change	Pass rush game between end and tackle (end first).
Thunder	Pass rush game between weak side end and both tackles.
Pinch	Alert word to make strong tackle power rush keying inside for trap, quarterback scramble, draws.
Razor	Stunt that involves strong end slanting into B Gap in Tight 5.
Lightning	Pass rush game between strong side end and both tackles.
Tops	Pass rush game between both tackles where rush lanes are reversed.
Crazy	4 Man combined rush game.
Zap	Pass rush game in Tite 5 weak side.

** NOTE: C.P.: Linebackers must be aware of gap responsibilities changing with pass rush games.

FRONT TERMINOLOGY:

Fast Flow

Movement by both backs outside Tight End area on snap of ball.

Middle Flow

Movement by both backs inside Tight End area on snap of ball.

Slide

Term used to shift front and linebackers on Tight End move.

Stem

Movement by defensive line before snap from one front to another to confuse blocking schemes.

III. GOAL LINE:

Directions

Movement by defensive line in a determined direction as called by the Mike Linebacker.

Out

Both tackles take outside charge through "B" gaps.

Double Shoot

Both inside LBers fire "A" gaps.

Guts All Fire

Everyone moves to inside gap - must stop call.

Giant

Goal line personnel group and alignments using Double Eagle concepts.

IV. COVERAGES:

1 Mike Middle	M-M coverage with Free Safety.
1 Middle	Nickel coverage, M-M with Free Safety.
2 (Press)	2 deep, 5 under Zone coverage.
2 Man (Engage)	2 deep, 5 under man-to-man coverage.
Switch 2	Half coverage weak side, quarter coverage strong side.
Double Switch	Quarter coverage both sides.
3	3 deep, 4 underneath Zone coverage.
3 Exchange	3 deep, 4 underneath Zone coverage with Sam and Strong Safety exchanging zones.
3 Kick	3 deep, 4 underneath Zone coverage with Kick technique by Corner, either strong or weak.
6	2 deep, 5 under Zone roll coverage to a Slot set.
6 Man	2 deep, 5 under Man coverage versus Slot set.
Blitz (Press)	Man-to-man coverage with no help.
3 Double Kick	30 package coverage with 3 deep, 5 under Zone coverage, Corner in flat.
3 Man	30 package coverage with 3 deep 5 under Man coverage.
Victory	30 package coverage, 3 deep, 4 under Zone with super Safety deep.
Chief	Inverted Cover 6 principle Zone coverage loaded to a Slot Trips.

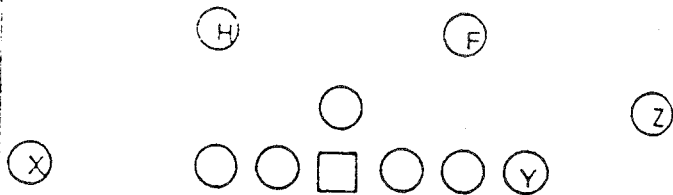
V. OFFENSIVE TERMINOLOGY

FORMATION RECOGNITION STANDARD (REGULAR) PERSONNEL

Page 1

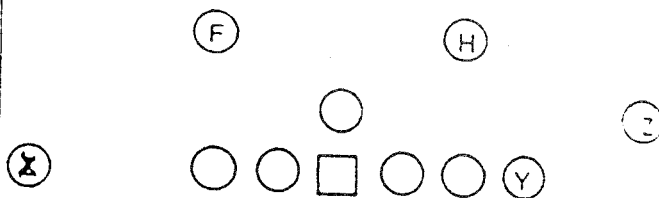
RED RIGHT

Rt Pro Divide



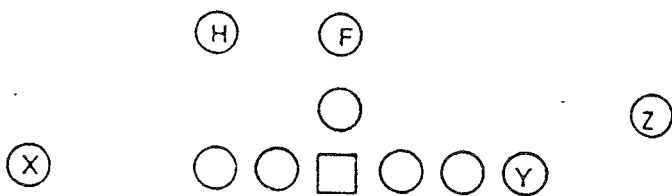
GREEN RIGHT

Rt Pro Divide



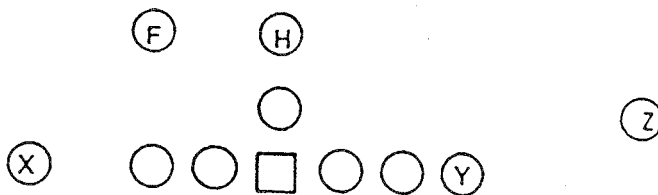
BROWN RIGHT

Rt Pro



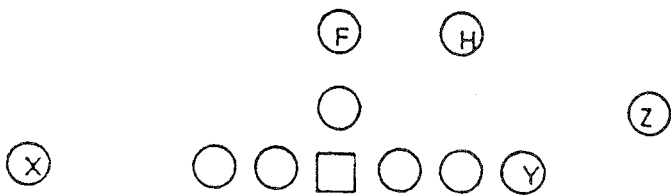
GRAY RIGHT

Rt Pro



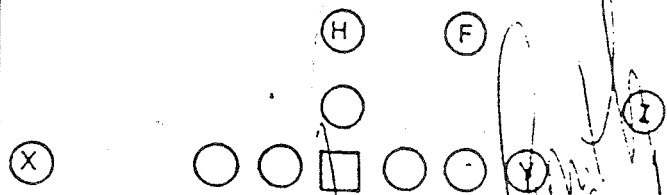
BLUE RIGHT

Rt Pro Strong



SILVER RIGHT

Rt Pro Strong

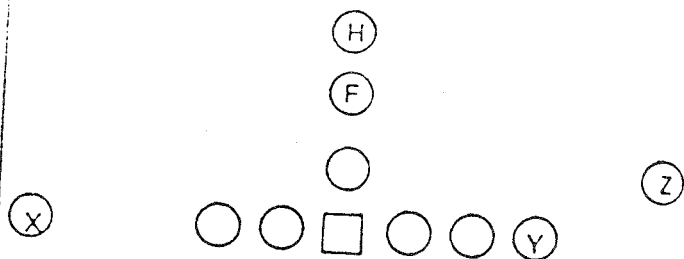


RT-Lt - TE

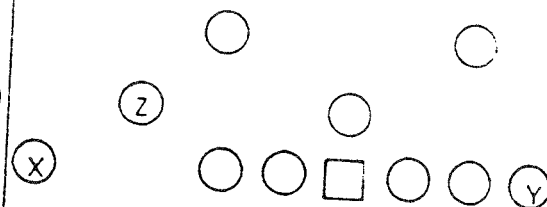
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FORMATION RECOGNITION STANDARD PERSONNEL

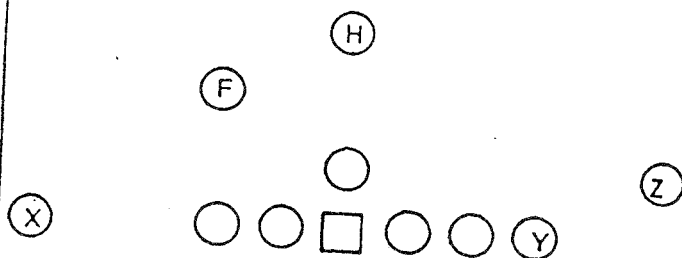
"I" RIGHT



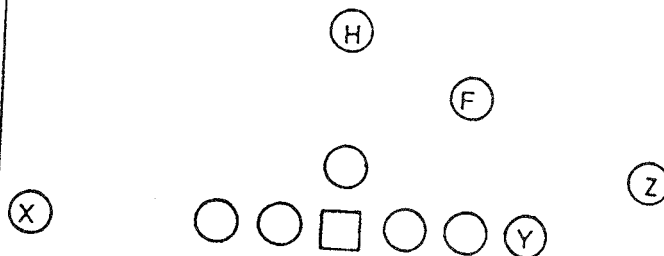
RED RIGHT SLOT



"I" RIGHT UNDER

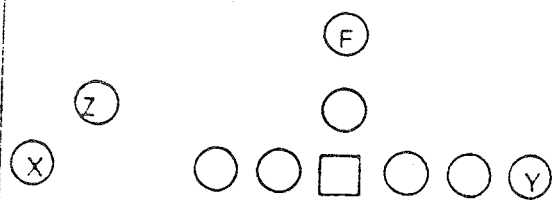


"I" RIGHT OVER

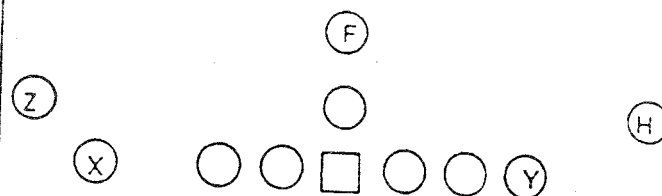


FORMATION RECOGNITION

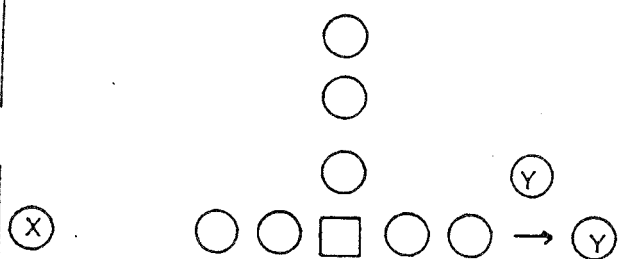
ORANGE RIGHT



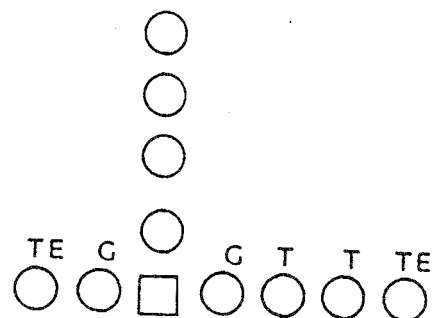
ORANGE RIGHT SWITCH



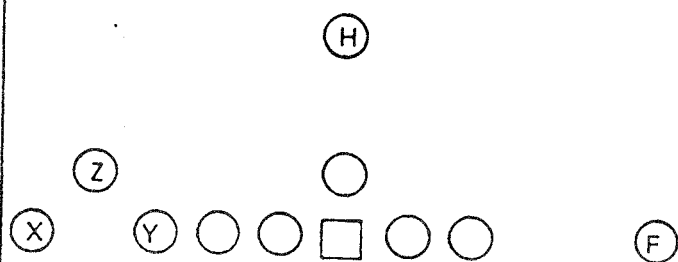
PAIR FLEX



4-MAN UNBALANCED



SCATTER



Notes

PERSONNEL GROUPS

Personnel Groups are how we will call the offensive unit on the field when they substitute people. It will determine what sub-package we will use defensively.

Example: 4 WR's and 1 RB may dictate the use of 7 DB's.

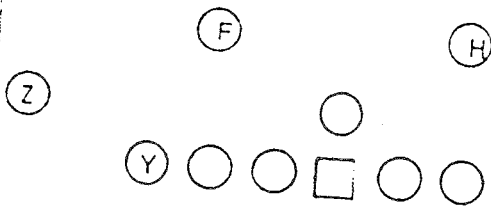
PERSONNEL GROUPS

STANDARD

2 WR's

1 TE

2 RB's

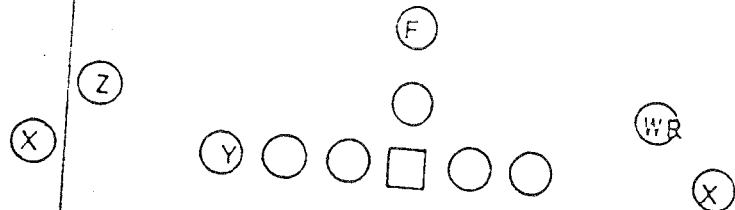


DIAMOND

3 WR's

1 TE

1 HB

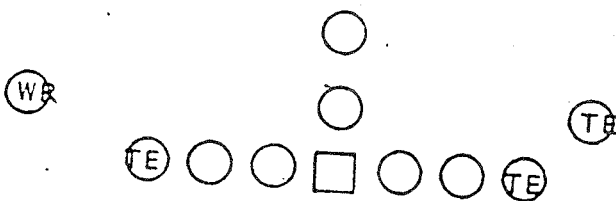


TRIO

3 TE's

1 WR

1 RB

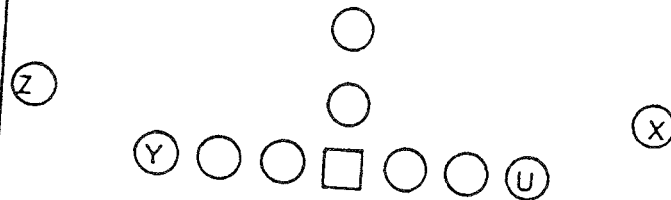


DEUCE

2 WR's

2 TE's

1 FB

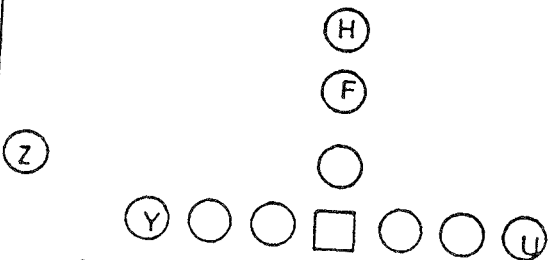


2Y

1 WR

2 TE's

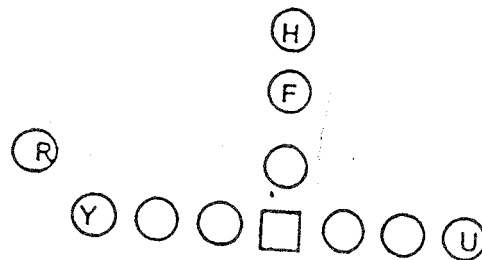
2 RB's



3Y

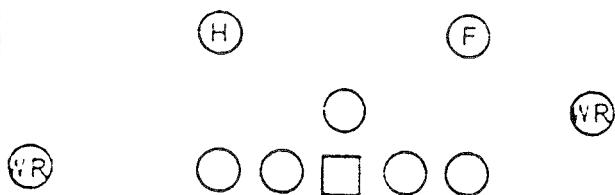
3 TE's

2 RB's

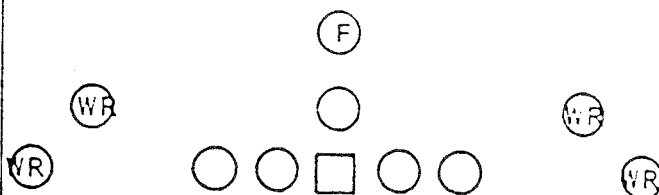


PERSONNEL GROUPS

OPAL
3 WR's
2 RB's



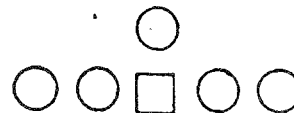
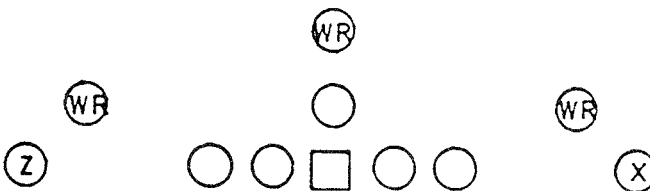
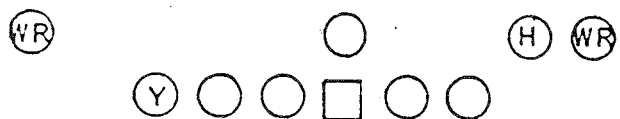
JADE
4 WR's
1 RB



ANY PERSONNEL GROUP
No Backs

"EMPTY"

RUBY
5 WR's

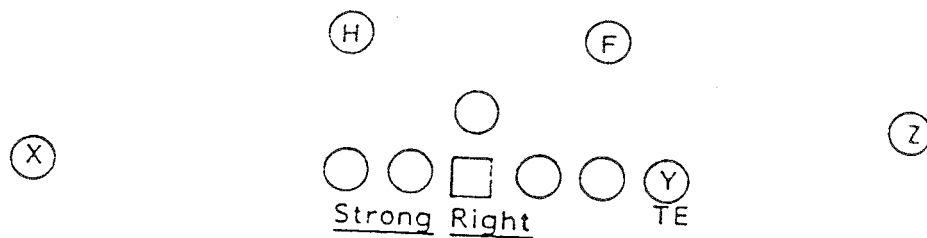


Notes

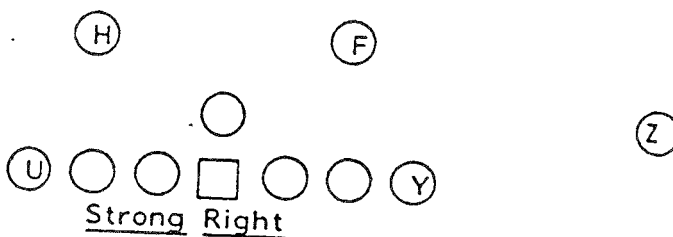
FORMATION AND STRENGTH IDENTIFICATION

FORMATION AND RUN STRENGTH IDENTIFICATION

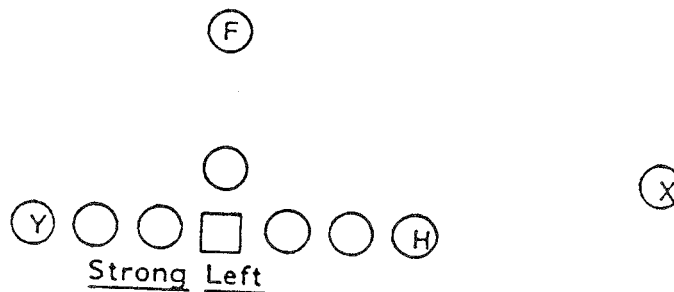
The run strength will be called by Mike LB'er to the TE side of formation.
Example:



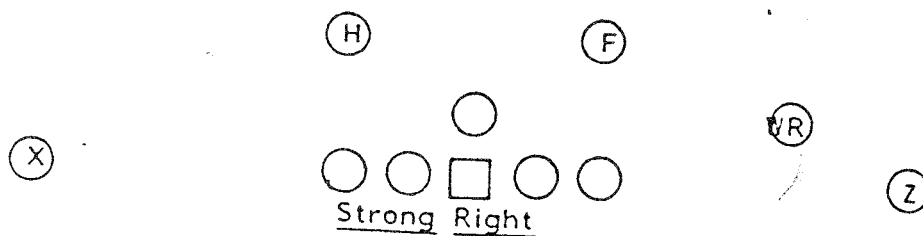
If 2 TE's are in the game, make call to TE-FL side - unless game plan dictates.
Example:



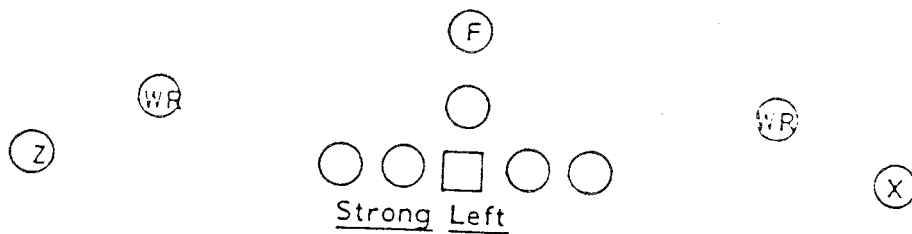
If balanced set with 2 TE's, make call left, unless game plan dictates.
Example:



If no TE in game, make call to 2 Receivers.
Example:

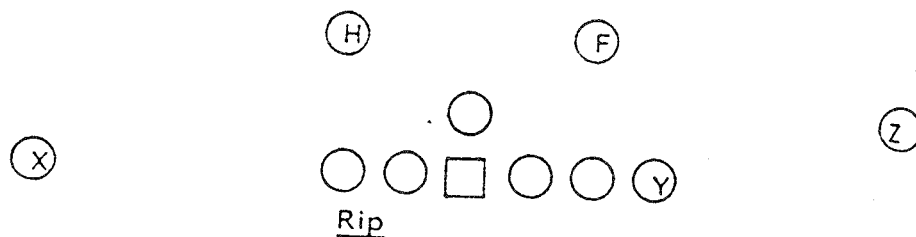


If no TE and balanced set, make call left (just like 2 TE's and balanced set).
 Example:

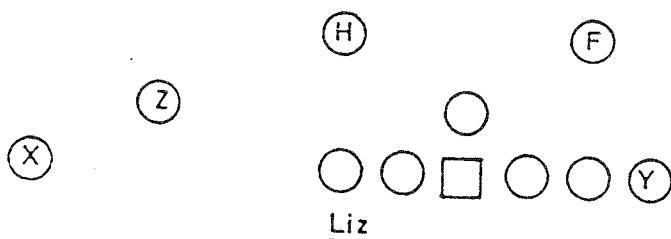


PASSING STRENGTH IDENTIFIER

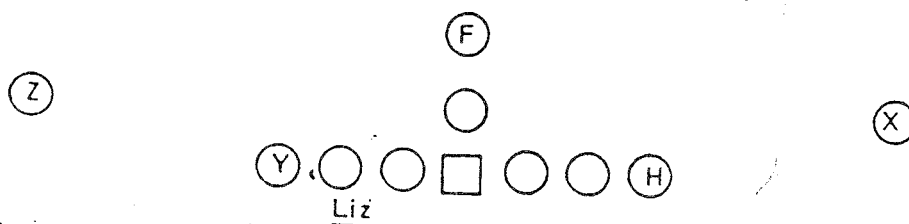
Passing strength is called by FS and is made to the 2 Receiver side.
 Example:



Example:



If a balanced set is given, make call left - unless game plan dictates otherwise.
 Example:



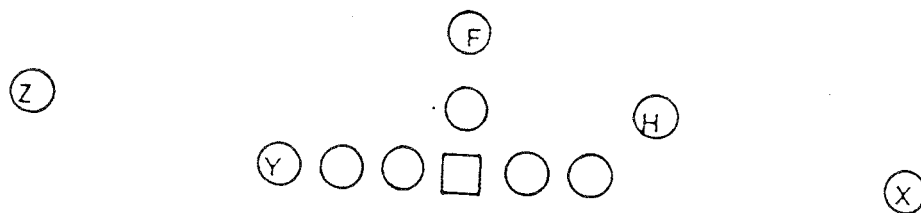
Notes

ONE - BACK ALIGNMENTS/MOVEMENTS

IDENTIFICATION OF BACKS' ALIGNMENT TO SE SIDE

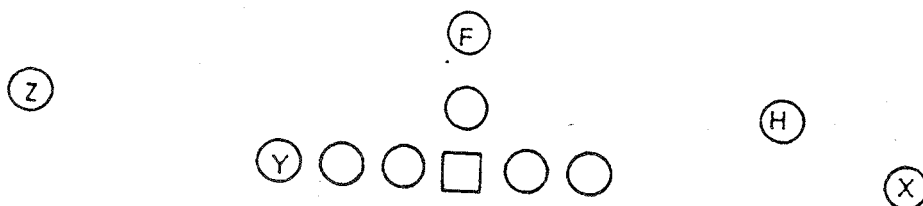
Example:

Normal Up Alignment is Double Call
DOUBLE LEFT



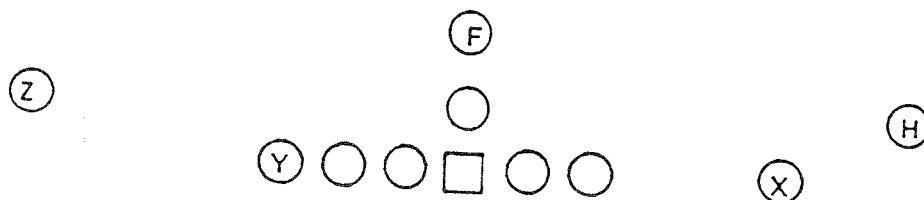
Example:

Splitting Difference is Double
WIDE DOUBLE LEFT



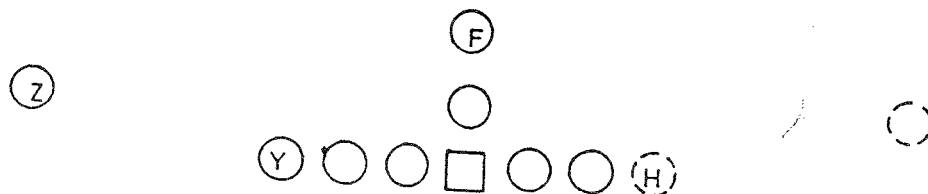
Example:

H Aligned Outside the SE is Doc
DOC LEFT

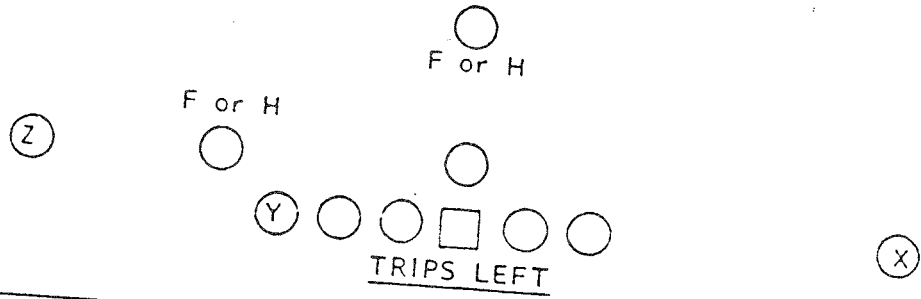


Positions are:

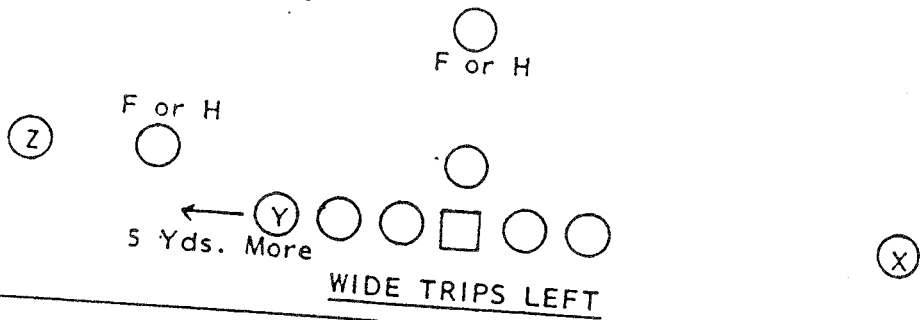
H on L.O.S. to SE is Dual



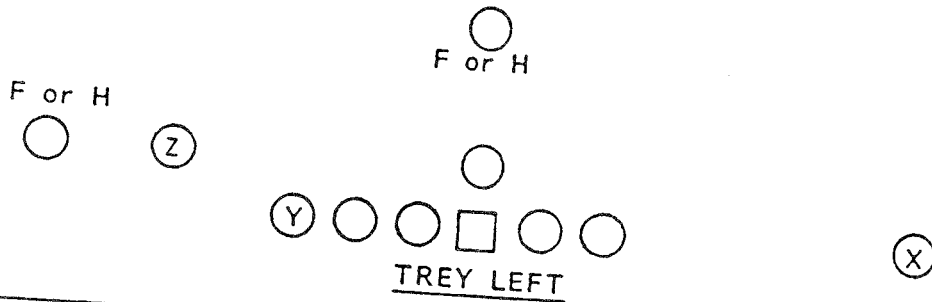
To identify backs, alignment to the TE, the position of each must be understood.
Example:



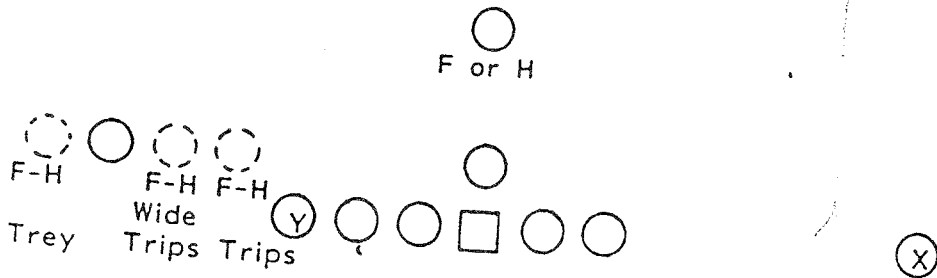
Example:



Example: If H or F aligns outside FL, it is called Trey.

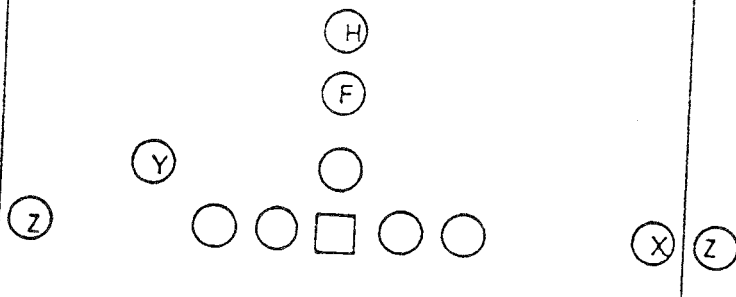


Positions are:

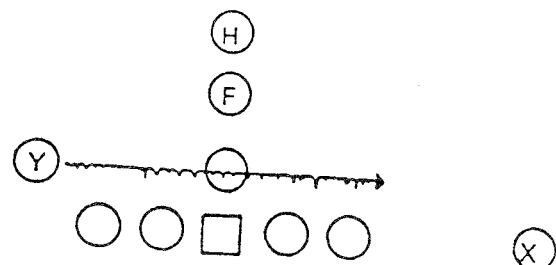


TE ALIGNMENTS AND MOVEMENTS

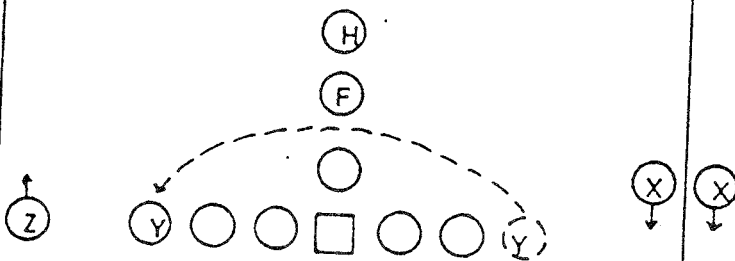
TED - TE normal position off L.O.S.



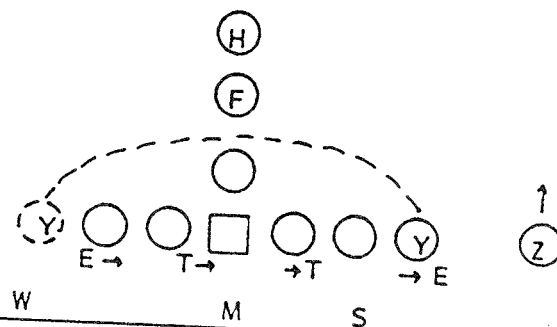
YOKE - TE off L.O.S. with movement across ball.



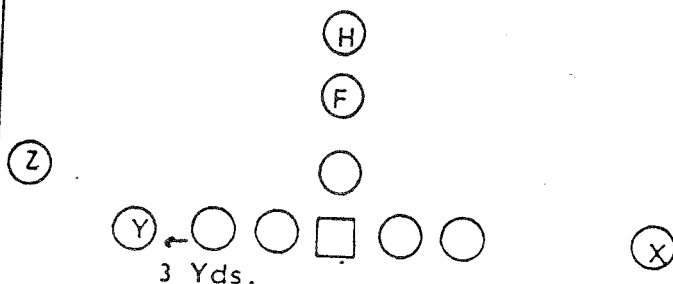
TE MOVE - TE shifts from one side to the other.
C.P.: This would cause a slide call and change of strength.



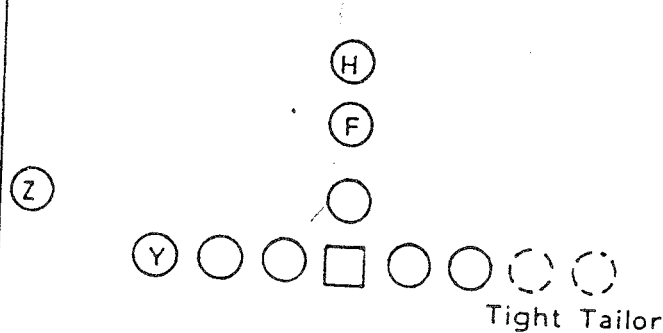
TE MOVE Example:
Strong Left
After TE move, strong right.



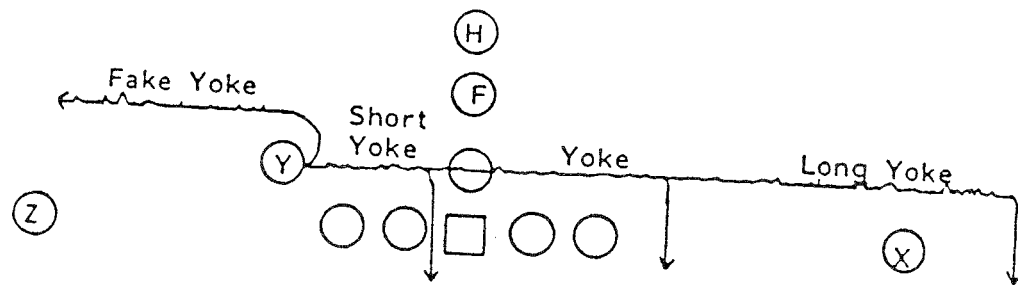
TE FLEX
TE is 3 yards or more from OT.



Alignment of Weak Side
Tight - Tight position on L.O.S.
Tailor - 3 yards or closer from OT.



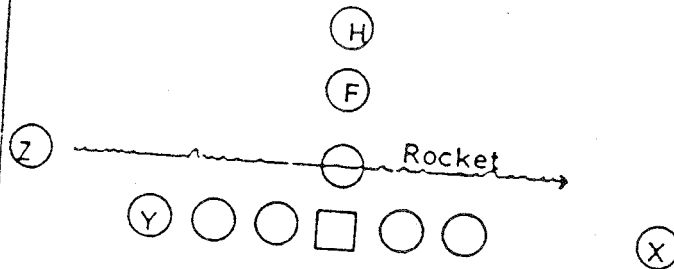
TE MOVEMENT WITH YOKE MOVEMENT



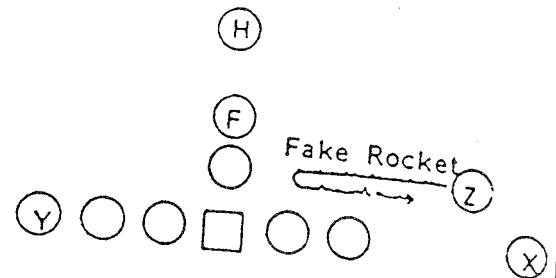
TE off L.O.S. with Movement to SE Side.

FLANKER - BACK MOVEMENT

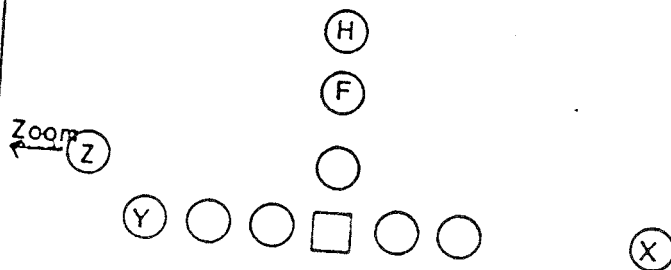
Flanker Rocket
Flanker goes across
formation from Standard
(Pro) to Slot



Fake Rocket

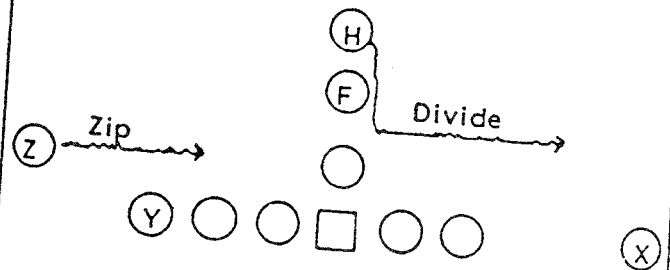


Zoom
Flanker moves out
from formation.



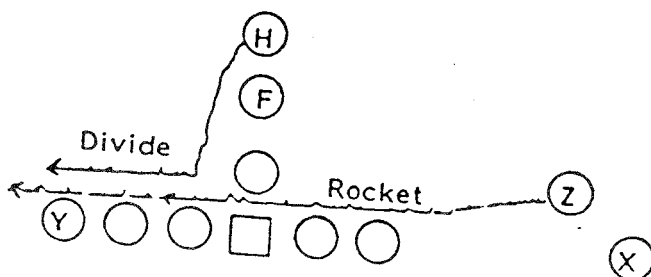
HB Divide
Back goes away
from passing
strength.

Zip
Flanker moves
into formation.

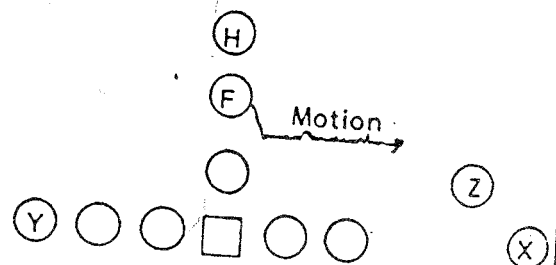


HB Divide
H goes away from
passing strength.

Flanker Rocket
Flanker goes
across formation
from Slot to Pro.

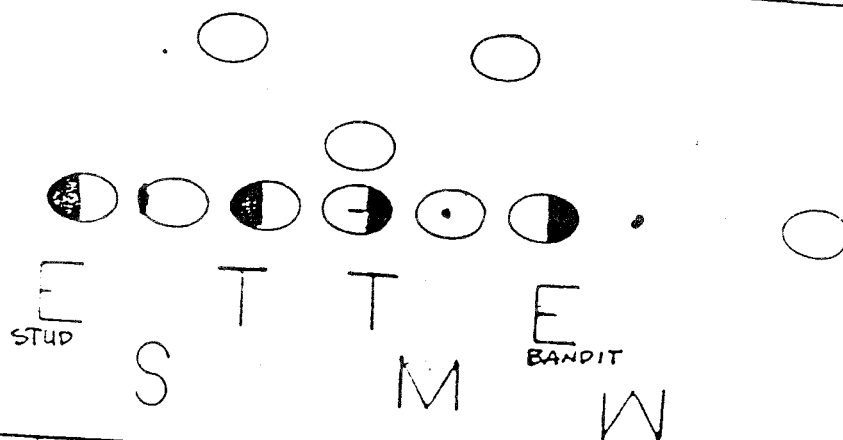


F Motion
Back goes to
passing strength.



VIII. DEFENSIVE FRONTS/STUNTS

BASE

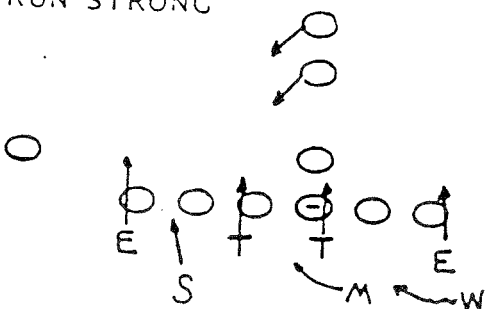


POSITION	ALIGN	TECH	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
RT. End	5	5	By Cov.	Tackle	C Gap	Squeeze, Pursue	Contain
LT. End	9	9	By Cov.	Tight End	D Gap to Alley	Squeeze, Pursue	Contain
RT. Tackle	1	1		Center	A Gap	Squeeze, Pursue	Inside Rush
LT. Tackle	3	3		Guard	B Gap	Squeeze, Pursue	Inside Rush
SAM	50	Read	By Blocking Scheme and by Cov.	Back thru Tackle	C Gap to Alley	Check A Gap Pursue	Cov. Called
MIKE	20	Read		Back Key	B Gap	Check A Gap Pursue	Cov. Called
WILL	60	Read		Near Back to Ball	Mirror Key to Alley	B Gap Cut Back	Cov. Called

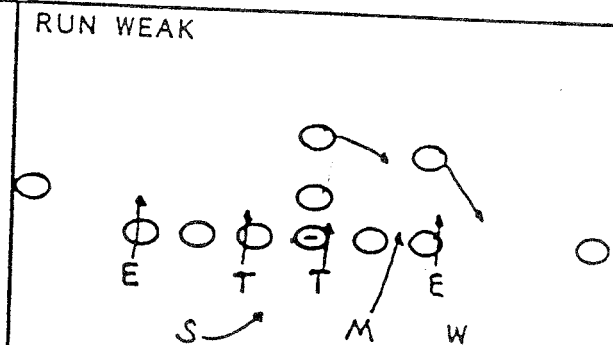
ADJUSTMENTS: Two Tite: Adjustment by game plan.
 One Back: Adjustment by LBer or LB'er calls (Gap or Fullback).
 Pair: Adjustment by LB'er.
 Flex: Adjustment to Fullback Stunt.

COVERAGE CALLS:
 Motion: By game plan.
 By game plan.

RUN STRONG

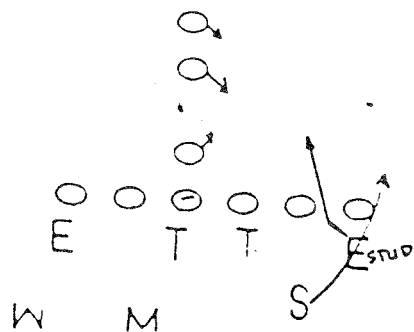


RUN WEAK



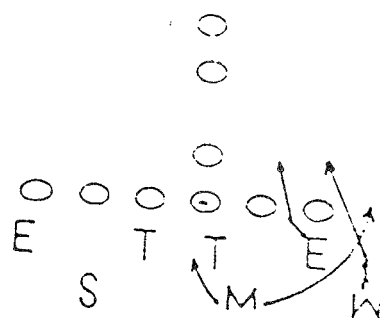
BASE FRONT - RUN STUNTS

FULLBACK

Coaching Points:

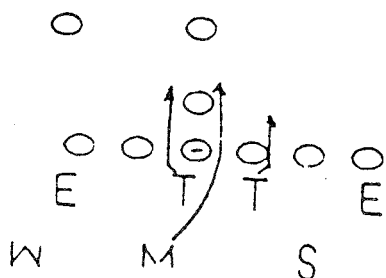
Run stunt by the 9 Technique End. Rip across the face of the TE and work upfield in the "C" Gap. SLB, Will scrape outside to "D" Gap on flow. Can be huddle call or adjustment to Flex or Ted TE.

CAP/CRASH

Coaching Points:

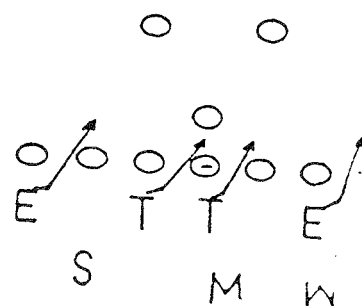
Run stunt by the Weak End (5 Technique) and the WLB. End rips across face of OT and works upfield in the "B" Gap. Will scrapes off the butt of the OT. Will must try to time the QB's cadence to take advantage of disguise.

MIKE/SHOOT

Coaching Points:

Run stunt that involves both tackles and the MLB. Tackles outside Rip upfield their run responsibility and the Mike LB'er fires the "A" Gap strong. All other players Base Techniques.

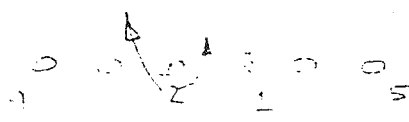
DIRECTIONS

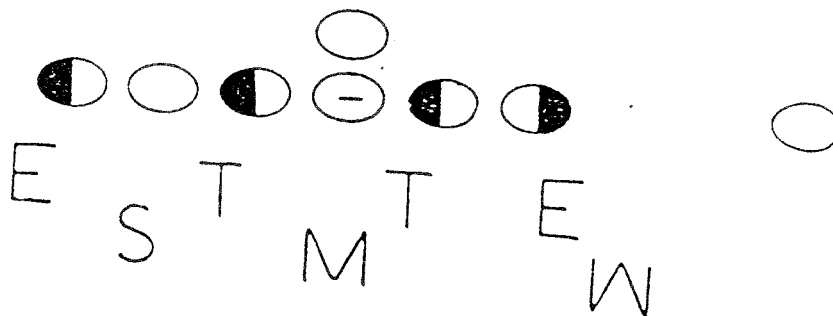
Coaching Points:

Run stunt where entire defensive line or just a portion slant in a predetermined direction. It can be by formation or to a certain player.

* Linebackers must be aware of gap changes by the charge of the defensive line.

MIKE SCRAPE



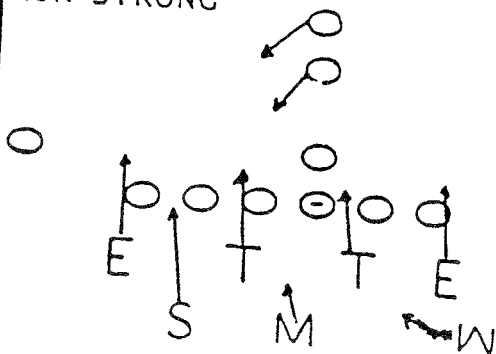


POSITION	ALIGN	TECH	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
RT. End	5	5	By Cov.	Tackle	C Gap	Squeeze, Pursue	Contain
LT. End	9	9	By Cov.	Tight End	D Gap to Alley	Squeeze, Pursue	Contain
RT. Tackle	2	3		Guard	A Gap	Squeeze, Pursue	Inside Rush
LT. Tackle	3	3		Guard	B Gap	Squeeze, Pursue	Inside Rush
SAM	50	Read	By Blocking Scheme and by Cov.	Back thru Tackle	C Gap to Alley	Check A Gap Pursue	Wall to Curl
MIKE	0	Read		Backs thru to Center	A Gap Strong	B Gap Weak	Cov. Called
WILL	6	Read		Near Back to Ball	Mirror key to Ball	B Gap, Cut Back, Ball	Cov. Called

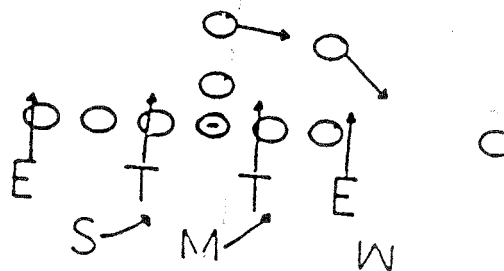
ADJUSTMENTS: Two Tite: Adjustment by game plan.
 One Back: Adjustment by LB'er - calls by LB'ers (Gap - Fullback)
 Pair: Adjustment by LB'er
 Flex: Adjustment by 9 Tech. End to Fullback Stunt.

COVERAGE CALLS: By game plan.
 Motion: By game plan.

RUN STRONG

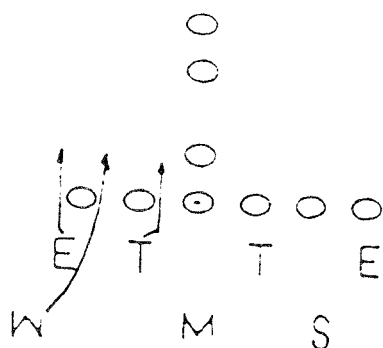


RUN WEAK



BASE G - RUN STUNTS

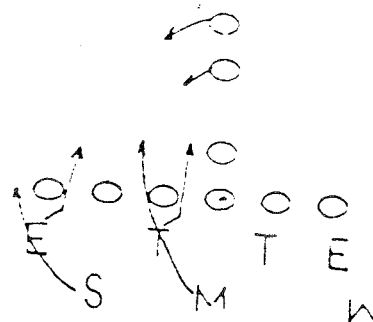
DIVE



Coaching Points:

A run stunt that involves the WLB and the weak side End. The End Rips through the outside of OT. The Will LB'er fires through the "B" Gap weak.

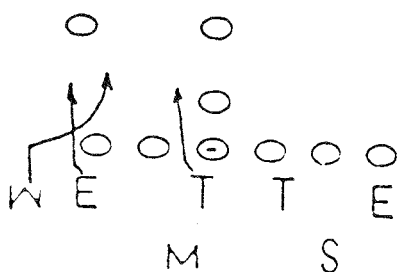
MIKE SCRAPE



Coaching Points:

A run stunt that involves strong End, Tackle, Sam and Mike. The End runs a Fullback-Stunt, the Tackle runs a Rip across the Guard, Mike scrapes into "B" Gap and Sam scrapes outside.

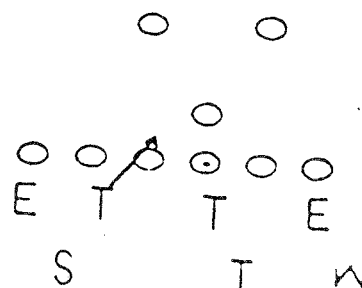
WILL UNDER



Coaching Points:

A run stunt that compliments Gap/Crash. Will lines up in "Whip" position to threaten Gap/Crash. Starts upfield then comes under the end into the "C" Gap.

PINCH

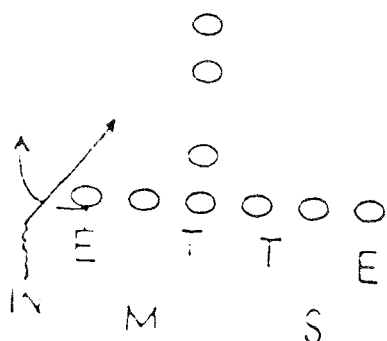


Coaching Points:

A run stunt with strong tackle aligned in 4 Technique making a hard slant into the OG. (Possible trap alert, scramble, QB spy, etc.)

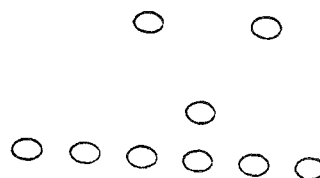
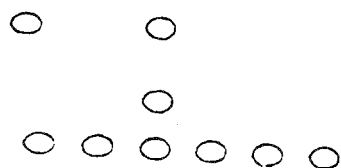
BASE, BASE C - RUN STUNTS

HARD



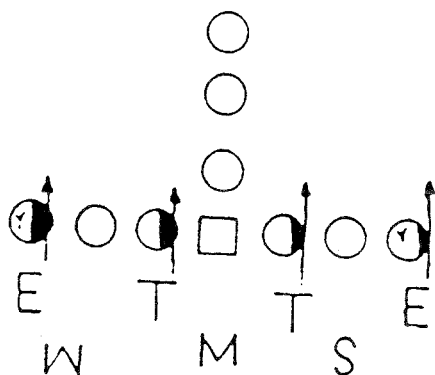
Coaching Points:

A stunt that involves WLB and the weak side End. End aggressive butts the OT. WLB'er runs a Crash stunt and End loops outside "spying". Green dog for screens, flares, etc.



BASE G: Below are the possible adjustments to two Tight Ends. Adjustments will be chosen by game plan and the opponent's personnel package.

7 TECHNIQUE

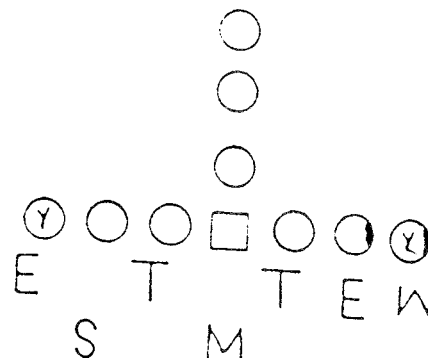


Coaching Points:

- * The weak side end moves to 7 Technique alignment. Will stays in a 50. Gap and Read responsibilities stay the same.

Will must be ready to Scrape outside.
(If we do not want to read the 7 Technique, we can add automatic FB Stunt.)

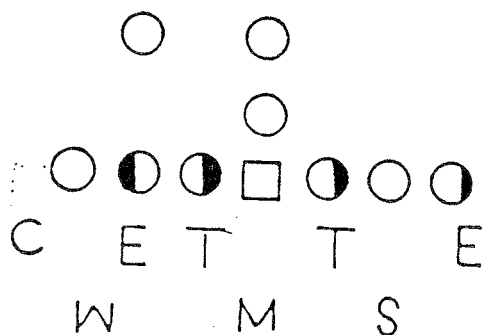
WHIP



Coaching Points:

- * No adjustment by the defensive line. Will walks up in a 6 Technique.

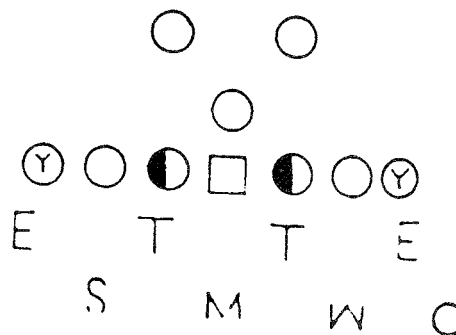
CORNER - CLOUD



Coaching Points:

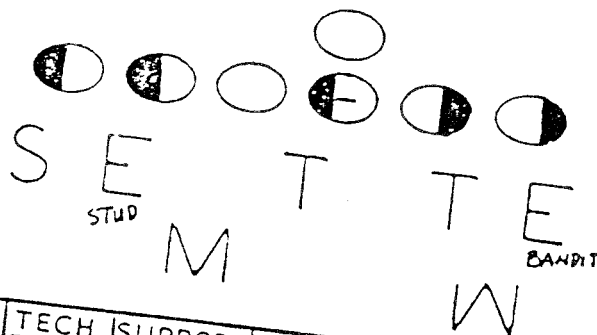
- * If the offense for effect would align the X receiver tight, we could adjust with the Corner and make no adjustments to the front seven.

9 TECHNIQUE



Coaching Points:

- * By game plan, we can also play a 9 Technique to the weak side. Offensive attack must be considered and coverage support must be tied to the call.

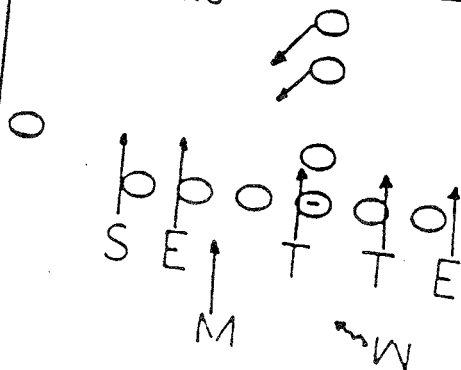


POSITION	ALIGN	TECH	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
RT. End	5	5	By Cov.	Tackle	C Gap	Squeeze	Contain
LT. End	5	5	By Cov.	Tackle	C Gap	Squeeze	Contain
RT. Tackle	3	3		Guard	B Gap	Squeeze	Inside Rush
LT. Tackle	1	1		Center	A Gap	Squeeze	Inside Rush
SAM	9	Read	By Blocking Scheme and by Cov.	TE/Near Back/Ball	D Gap to Alley	Squeeze and Fold	Cov. Called
MIKE	30	Read		Back	C Gap	Check A Pursue	Cov. Called
WILL	30	Read		Back	Flow to Ball	A Gap	Cov. Called

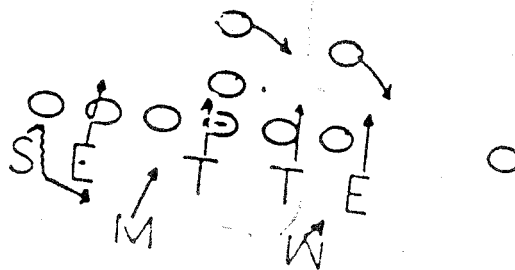
ADJUSTMENTS: Two Tite: Adjustment by game plan. (7 Tech., FB, 9 Tech.)
 One Back: LB's adjust. Possible Cha Cha or Jet.
 Trips: LB's adjust.

COVERAGE CALLS: By game plan.
 Motion: By game plan.

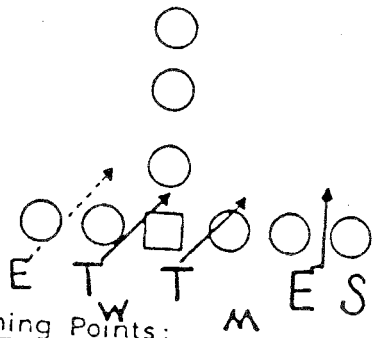
RUN STRONG



RUN WEAK



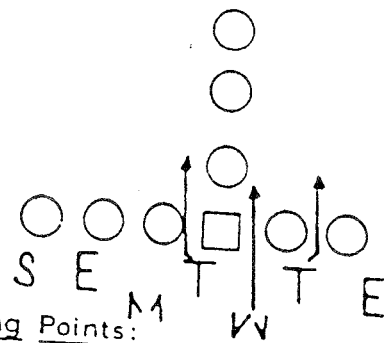
TITE 5 "DIRECTIONS"



Coaching Points:

- * Both defensive tackles run a slant stunt in a particular direction by game plan. (i.e., TE, backfield set, motion.)

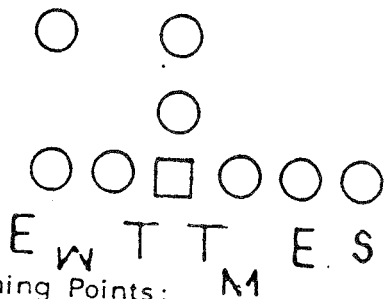
TITE 5 "WILL SHOOT"



Coaching Points:

- * Both tackles aggressively rip upfield their run responsibilities.
- * Will runs a shoot stunt in the A Gap weak.

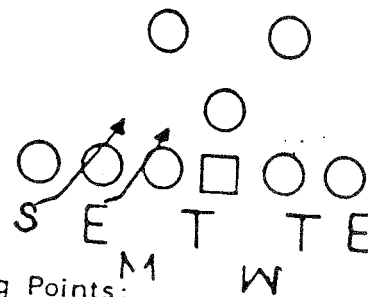
TITE 5 "TUFF"



Coaching Points:

- * Both tackles align in loose 1 Technique alignment and rip upfield.

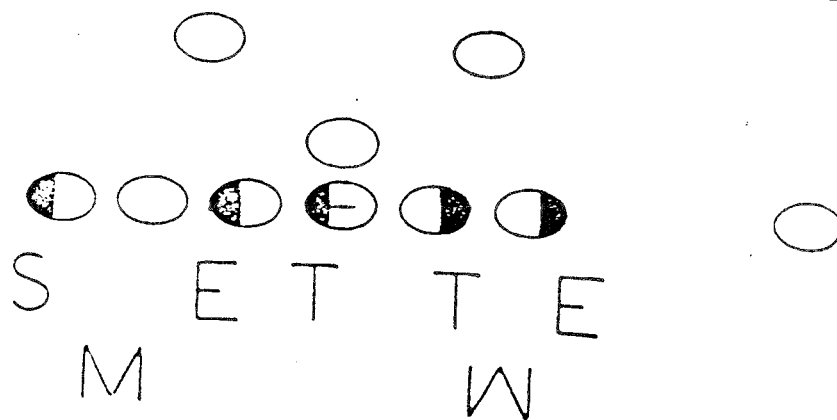
TITE 5 "RAZOR"



Coaching Points:

- * Is a strong side run stunt. It involves the Sam LB'er and the S Technique end. It is a hard inside step and rip across the face of the TE and OT. Must penetrate as well as cross the face.

TIGHT

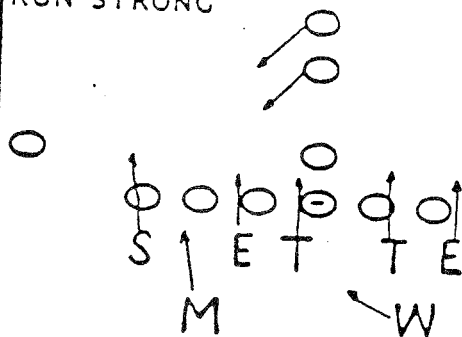


POSITION	ALIGN	TECH	SUPPORT	KEY	RUN TO	RUN AWAY	PASS
RT. End	5	5	By Cov. and Scheme	Tackle	C Gap	Squeeze and Pursue	Contain
LT. End	3	3		Guard	B Gap		
RT. Tackle	3	3		Guard	B Gap	Squeeze and Pursue	Inside
LT. Tackle	1	1		Center	A Gap		
SAM	9	9	By Cov. and Blocking Scheme	Tight End	D Gap	Squeeze Fold	Coverage Called
MIKE	50	Read		Back thru Tackle	C Gap	Squeeze Fold	
WILL	40	Read		Back	A Gap	Check A - Flow	

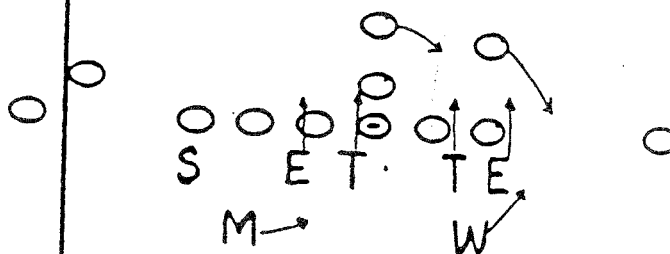
ADJUSTMENTS: Two Tite: Adjustment by game plan.
 One Back: Adjustment by LBer or LBer calls (Gap or Fullback).
 Pair: Adjustment by LBer.
 Flex: Adjustment to Fullback Stunt.

COVERAGE CALLS: By game plan.
 Motion: By game plan.

RUN STRONG

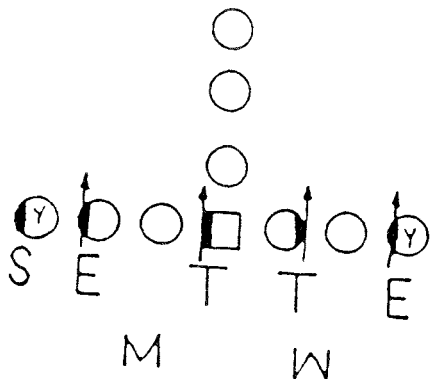


RUN WEAK



TIGHT 5: Below are the possible adjustments to two Tight Ends. Adjustments will be chosen by game plan and the opponent's personnel package.

7 TECHNIQUE

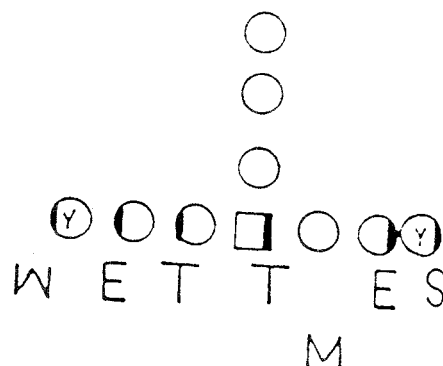


Coaching Points:

- * The weak side end moves to 7 Technique alignment. Will stays in a 50. Gap and Read responsibilities stay the same.

Will must be ready to Scrape outside. (If we do not want to read the 7 Technique, we can add automatic FB Stunt.)

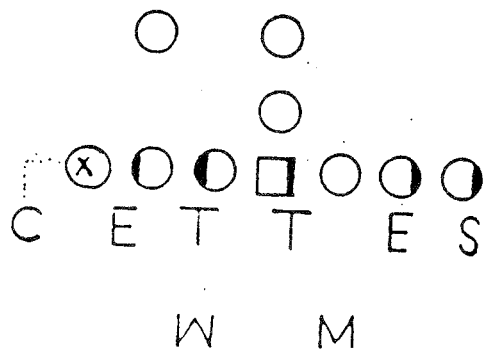
WHIP



Coaching Points:

- * No adjustment by the defensive line. Will walks up in a 6 Technique.

CORNER - CLOUD

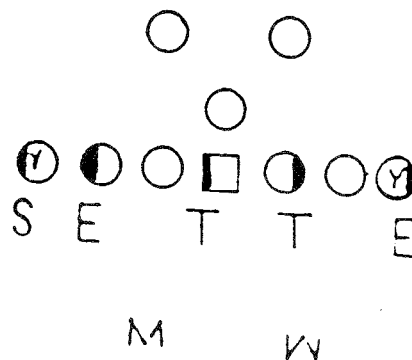


FS

Coaching Points:

- * If the offense for effect would align the X receiver tight, we could adjust with the Corner and make no adjustments to the front seven.

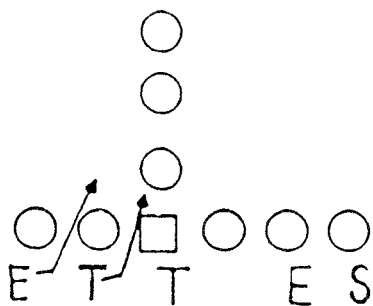
9 TECHNIQUE



Coaching Points:

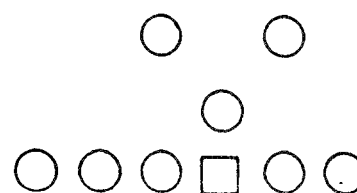
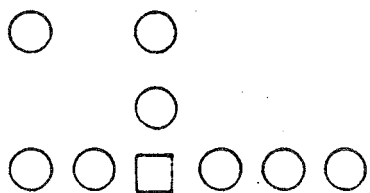
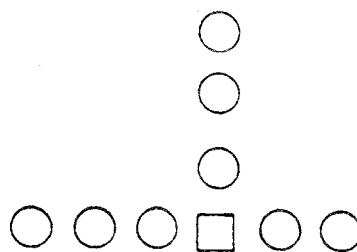
- * By game plan, we can also play a 9 Technique to the weak side. Offensive attack must be considered and coverage support must be tied to the call.

"JET"



Coaching Points:

- * Defensive stunt call that sends the weakside tackle and end on a slant stunt into the A and B Gap. Will LB'er communicate when he is removed because of coverage responsibility.



29 WIDE
Alignment

9 0 0 0 1 0 9
S M W 9

X. PASS COVERAGES

SPLIT RULES



(3 yds. <)

40

NORMAL SPLIT

NEAR HASH INSIDE



0

7 (OFF #1'S)

NORMAL SPLIT
FAR HASH INSIDE



30



30

30



(3 yds. >)

20

TIGHT SPLIT

NEAR HASH OUTSIDE



0

20 (ON #1'S)

TIGHT SPLIT

FAR HASH OUTSIDE



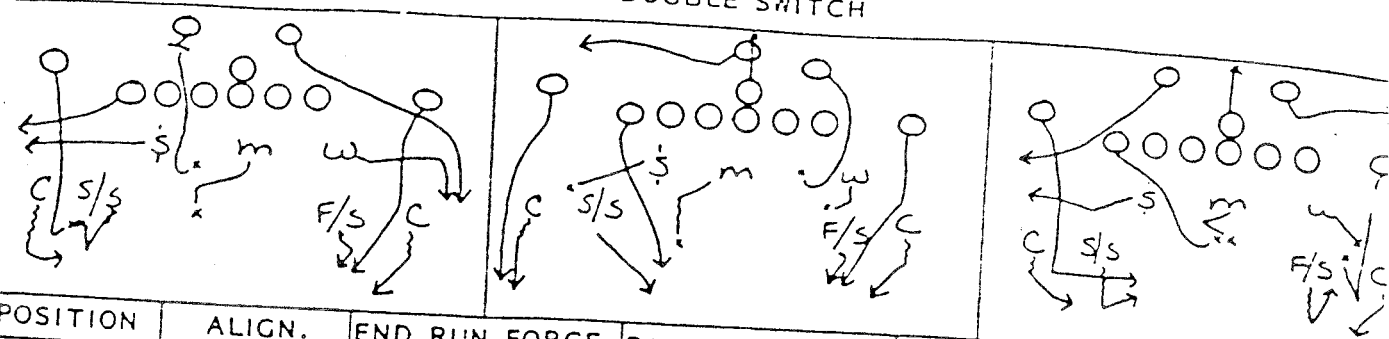
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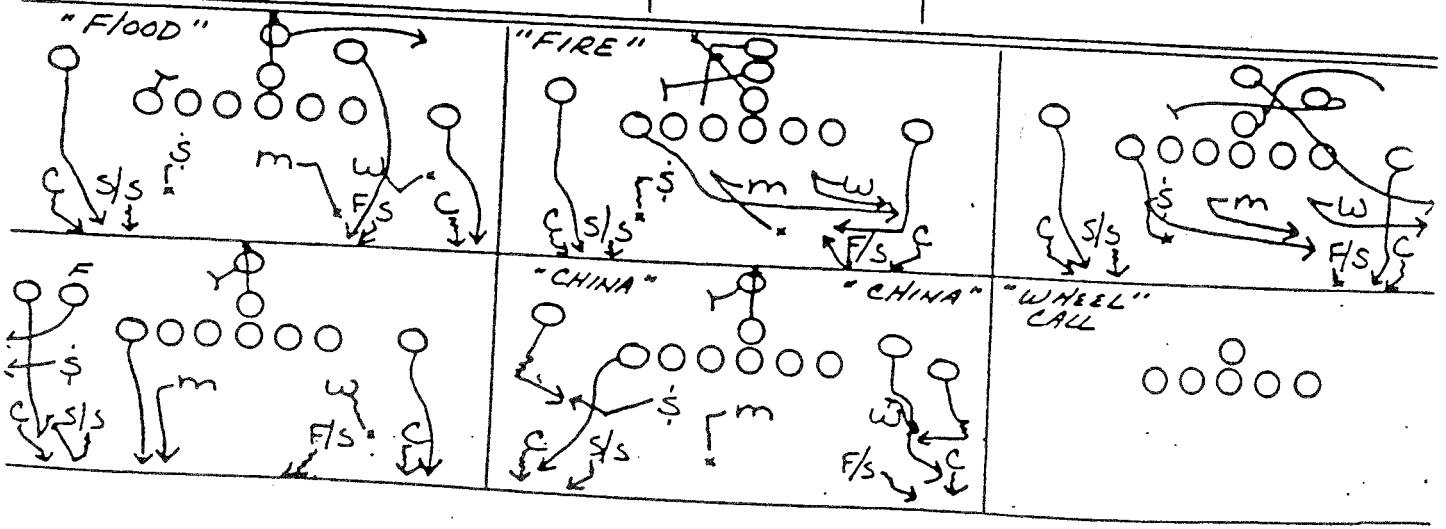
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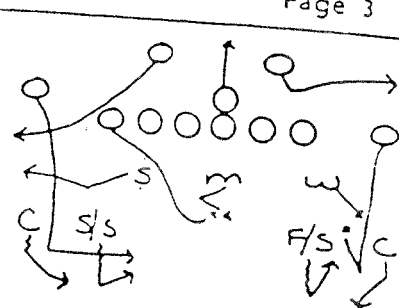
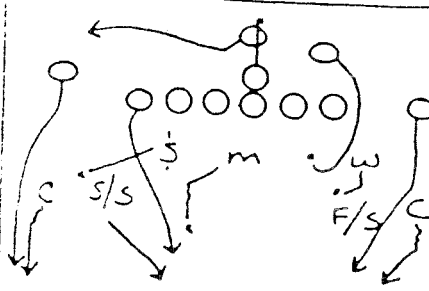
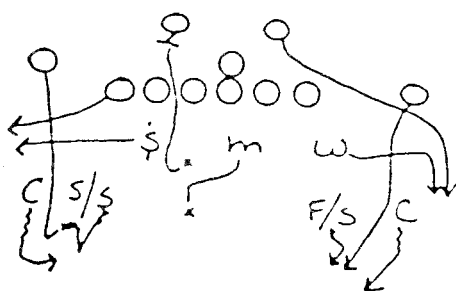
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DOUBLE SWITCH

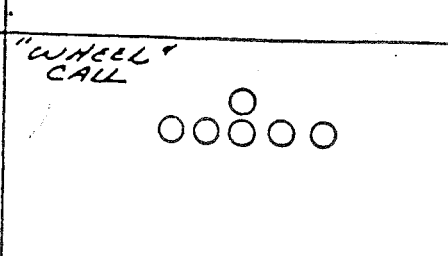
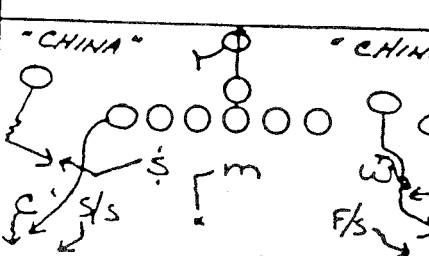
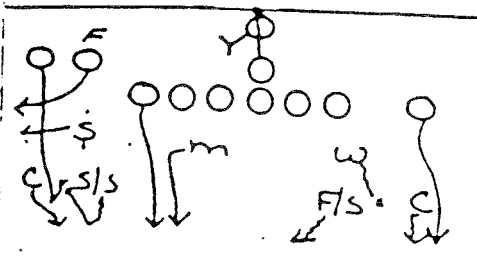
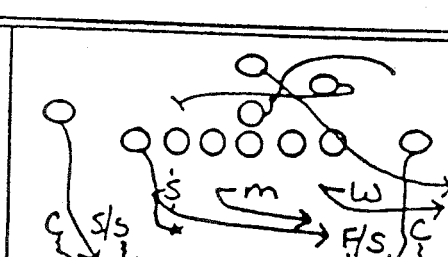
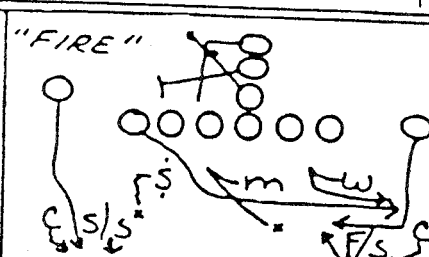
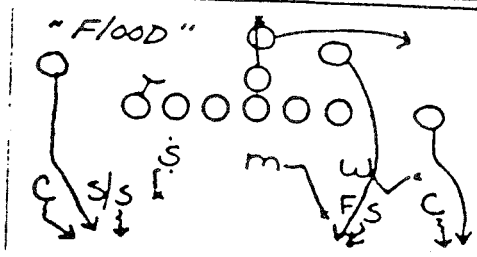


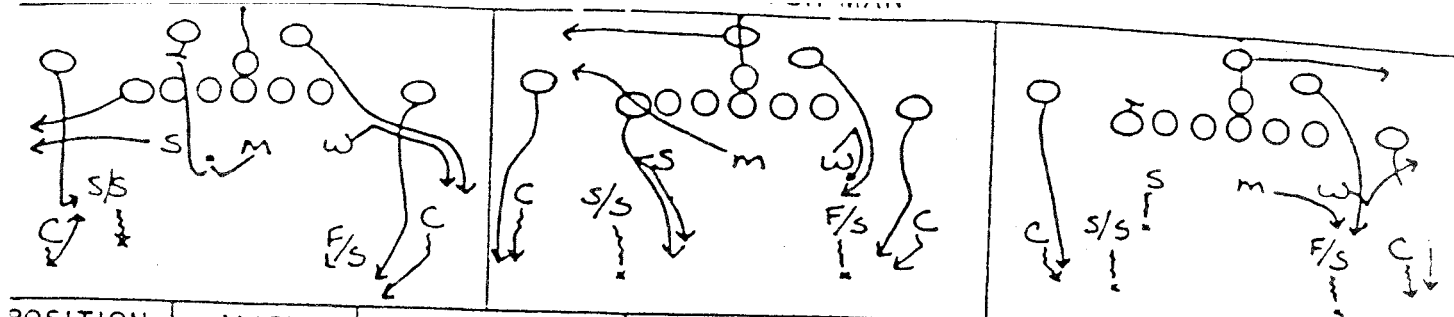
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	H/+7 On #1	Sky (Alert for Crack Replace)	Outside 1/4 Clue Technique	<ol style="list-style-type: none"> Key #2 receiver. If #2 run Slant Out route, work to outside position on #1; expect SS help (Clue). If #2 runs vertical, protect the Post and Clue. If #2 runs cross, work outside squeeze and run with #1.
STRONG SAFETY	+2/On Y +10 Disguise	Sky (Alert for Crack)	Inside 1/4 or Rob #1 on Read	<ol style="list-style-type: none"> Key #2. If vertical route, play over the top of him (Inside 1). If #2 runs Slant Out, play underneath all inside routes of #1 (Post-Curl). If #2 crosses, get depth in Inside 1/4. Alert for #3 or help on #1.
FREE SAFETY	+2/On Weak T +10 Disguise	Sky (Alert for Crack)	Inside 1/4 or Rob #1 on Read	<ol style="list-style-type: none"> Same as SS. If weak back blocks, Zone Inside 1/4, check #3 strong help #1. Vs. Trips, make "Special Call" key #3. If #3 goes vertical, cover him. Any other release, Zone 1/4. Alert Wheel call.
WEAK CORNER	H/+7 On #1	Sky (Alert for Crack Replace)	Outside 1/4 Clue Technique	<ol style="list-style-type: none"> Same as Strong Corner. Vs. Trips, "Special Call" Man-to-Man on #1. Alert Wheel Call.



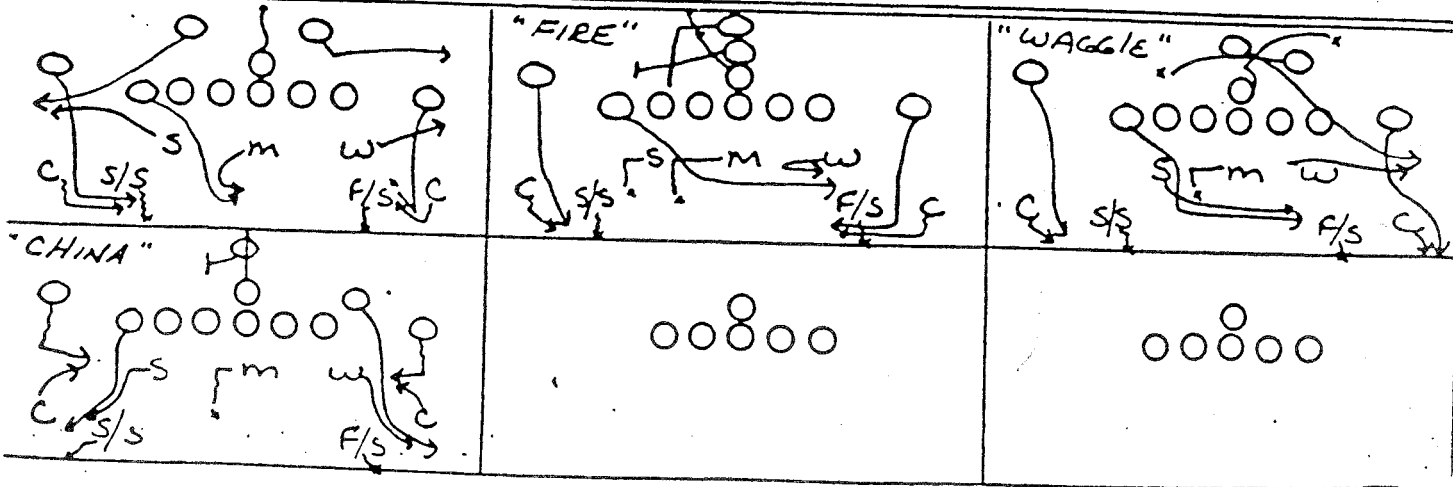


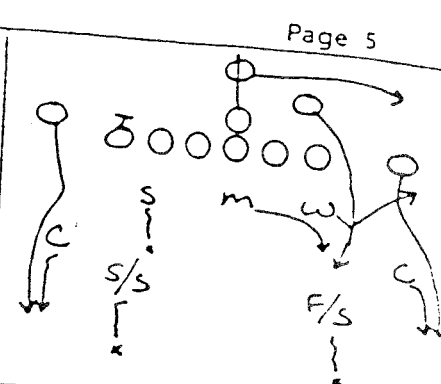
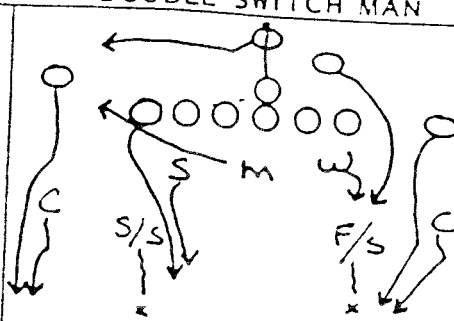
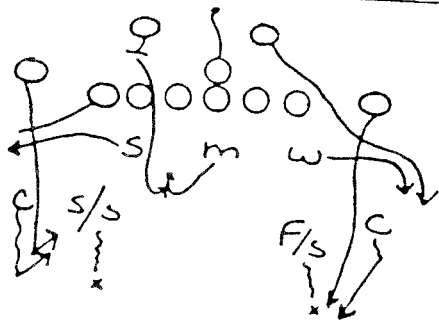
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Sky	Curl to flat on #2/#3 releases	<ol style="list-style-type: none"> 1. Key #2 release. If he runs Slant Out route, immediately cover him. If he turns up, cover him. 2. If #2 runs vertical route, jam, squeeze, Read #3. 3. If #2 crosses, work to curl and read #3. If #3 runs Shoot route, cover him. 4. Vs. Trips, cover down on #2 and give end FB call.
MIKE	Front will dictate	Sky	Strong Hook (Read route progression)	<ol style="list-style-type: none"> 1. Work to Strong Hook and read #2/#3 progression. 2. If #3 runs up, cover him. 3. Vs. Trips, cover down on #3 strong. 4. Vs. Trips, "Special Call" man on #2 weak on any shoot or vertical routes. 5. Alert Wheel call.
WILL	Front will dictate	Sky <i>Cover</i>	Curl to flat on #2/#3 releases	<ol style="list-style-type: none"> 1. Same as Sam. 2. Alert for Fire Rule. 3. Cover down on #2 weak.



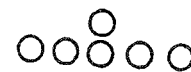
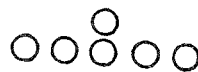
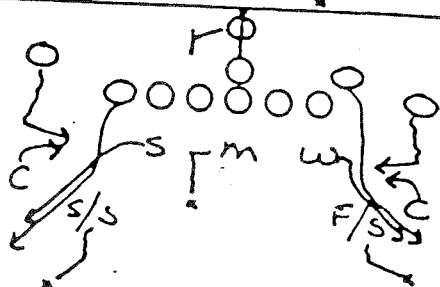
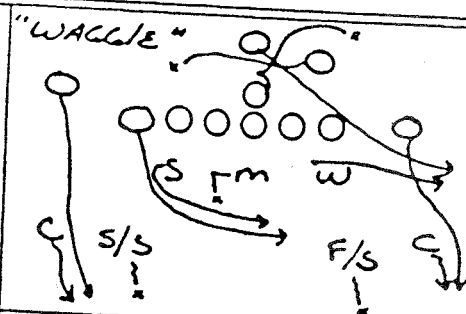
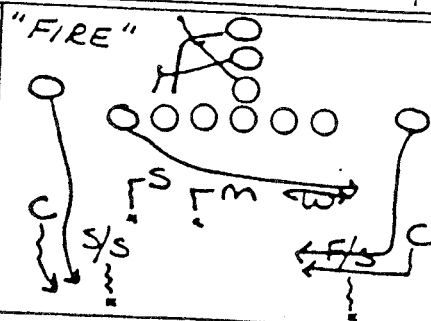
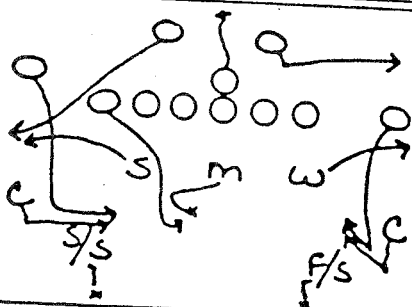


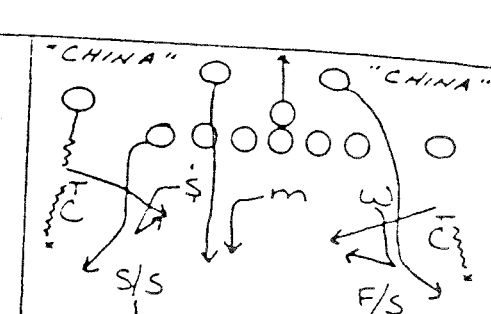
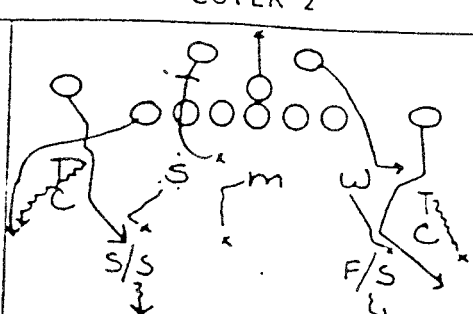
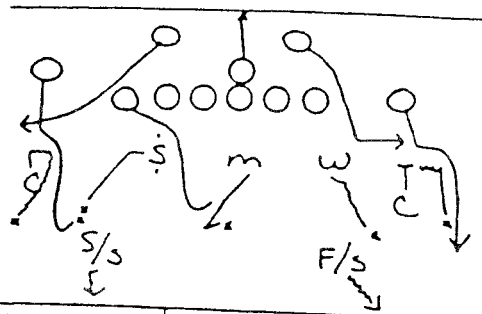
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	H/+7 On #1 (Possible Press)	Sky	Man-to-Man #1 (Use Split Rules)	1. Use Man-to-Man Cover 1 Technique.
STRONG SAFETY	+2/On Y +12 Disguise	Sky (Alert for Crack)	Inside 1/4 Zone Player	1. Zone the 1/4 and pattern read off #2/#3 receivers.
FREE SAFETY	+2/On Weak OT +12 Disguise	Sky	Inside 1/4 Zone Player	1. Zone the 1/4 and pattern read off #2 receiver.
WEAK CORNER	H/+7 On #1 (Possible Press)	Sky	Man-to-Man #1 (Use Split Rules)	1. Use Man-to-Man Cover 1 Technique.



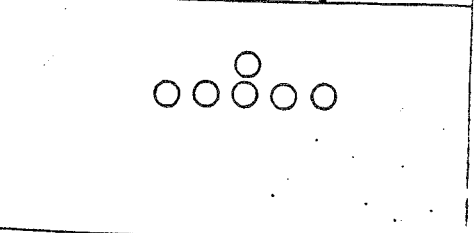
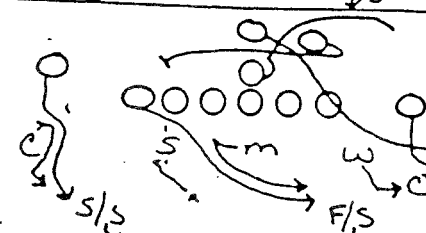
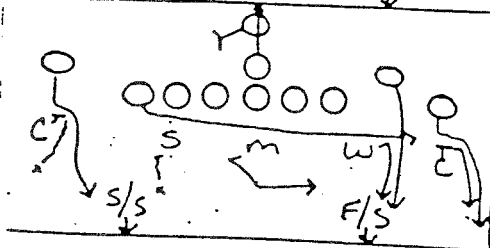
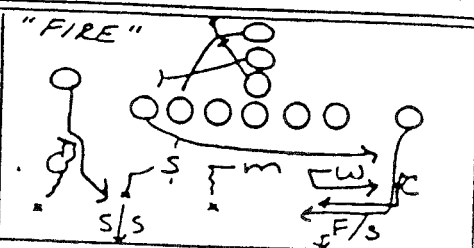
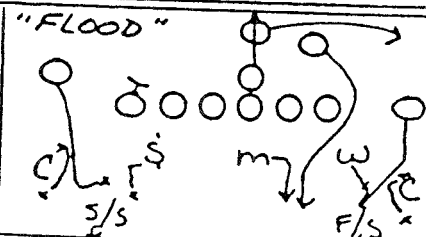
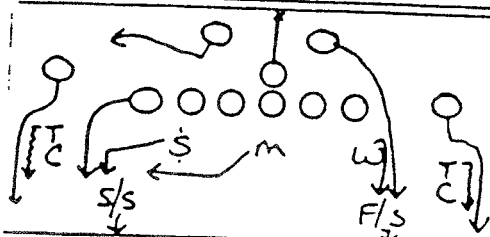


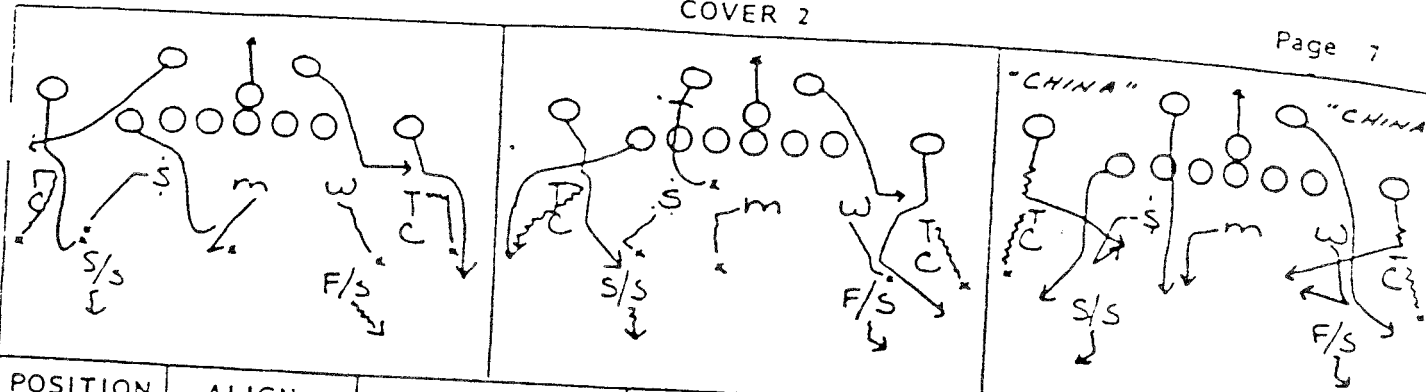
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Sky	Man-to-Man on #2 Strong	<ol style="list-style-type: none"> 1. Inside Trail Technique on #2 Strong. 2. Possible Banjo with Mike or #2/#3. 3. If your man blocks, settle.
MIKE	Front will dictate	Sky	Man-to-Man on #3	<ol style="list-style-type: none"> 1. Inside Trail Technique on #3. 2. Possible Banjo with Sam on #2/#3. 3. If your man blocks, settle.
WILL	Front will dictate	Sky	Man-to-Man on #2 Weak	<ol style="list-style-type: none"> 1. Inside Trail Technique on #2 Weak. 2. If your man blocks, settle.



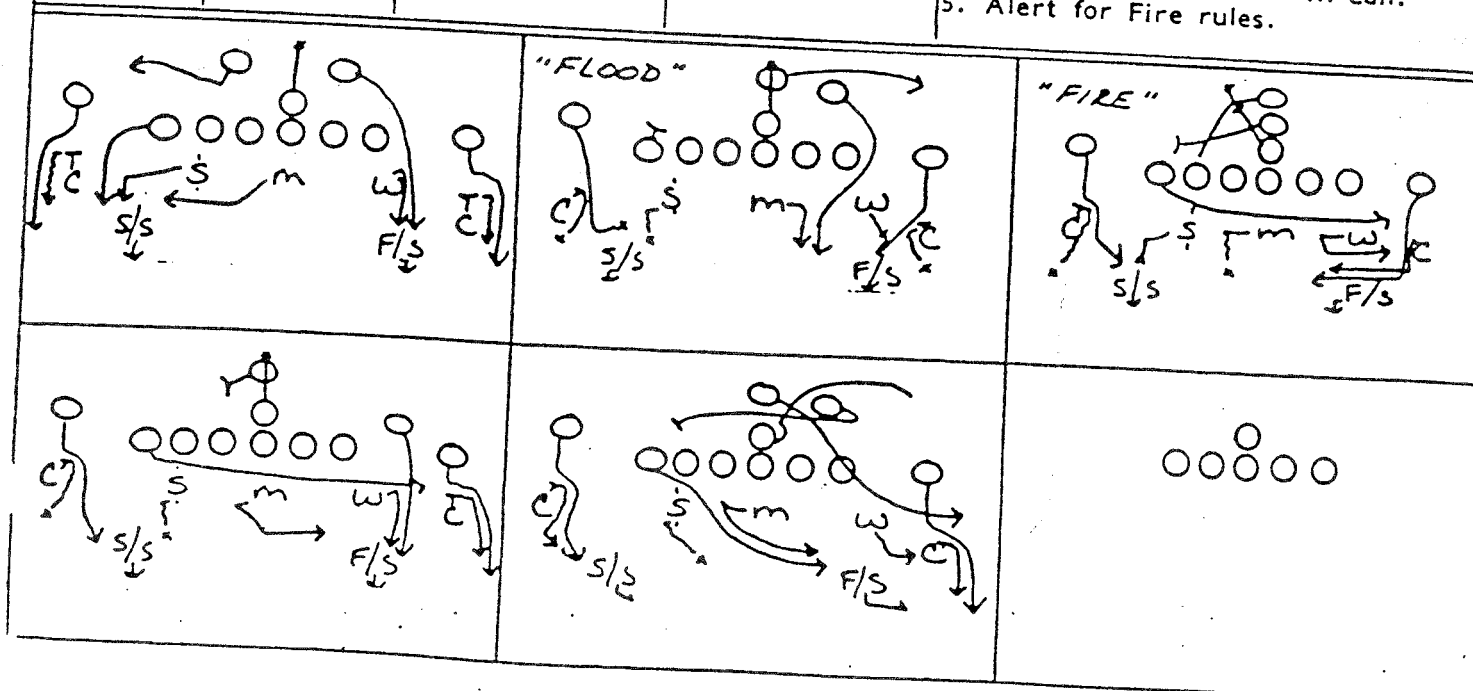


POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	H/+7 On #1	Cloud	Jam & Sink	Flat responsibility. Collision #1 (Jam) and force him inside. Key #2. If #2 is out, sink for post corner and break up on throw. Run with #2 through zone. If #2 is up, get depth and take away outside dead area from #1.
STRONG SAFETY	2 Yards Inside #'s/ +14	Cloud	Deep 1/2 Field	Deep 1/2 responsibility. Key #2 to ball - See #1 and #3 for total picture. If #2 is up, maintain position two yards inside numbers and break on ball. If #2 blocks or is out, lean on #1. Do not forget #3. Get plenty of depth.
FREE SAFETY	2 Yards Inside #'s/ +14	Cloud	Deep 1/2 Field	Deep 1/2 responsibility. Key #2 ball -- See #1 for total picture. #2 is up, maintain position 2 yar inside numbers and break on ball. If #2 blocks or is out, lean on #1. Do not forget #2 and #3 strong. Get plenty of depth.
WEAK CORNER	H/+7 On #1	Cloud	Jam & Sink	Flat responsibility. Collision #1 (Jam) and force him inside. Key #2. If #2 is out, sink for post corner and break up on throw. Run with #2 through zone. If #2 is up, get depth and take away outside dead area from #1. Fire rules apply.

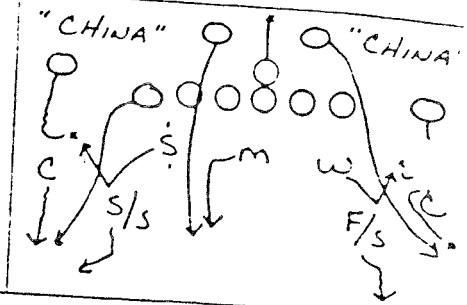
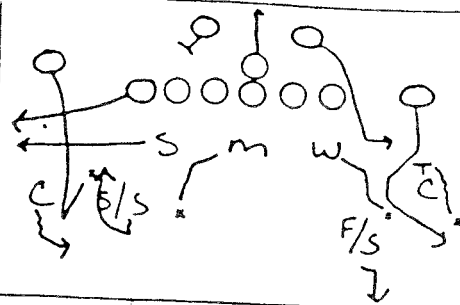
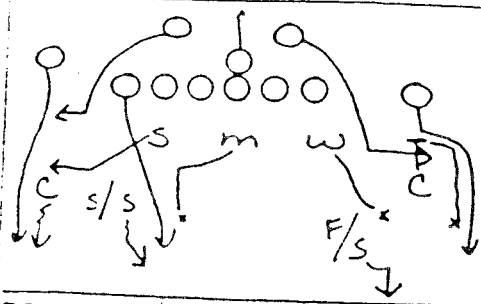




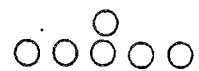
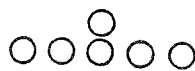
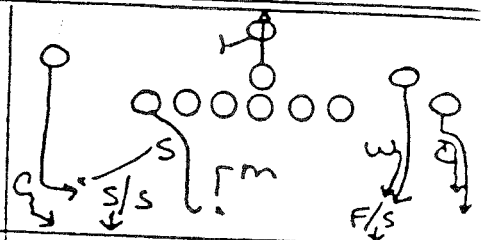
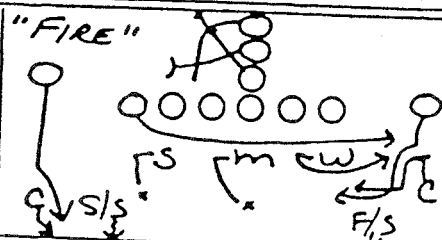
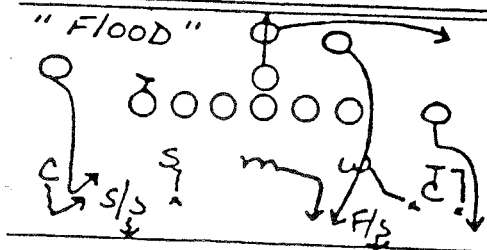
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Cloud	<ol style="list-style-type: none"> 1. Cover down on #2 strong. 2. Drop to curl. 3. Read route progression. 	<ol style="list-style-type: none"> 1. Never let #2 inside once he releases up field through your zone. 2. If #2 releases inside on snap, give Mike "In" call and drop to curl looking for #3 release. 3. If #2 makes you remove from alignment, give Mike "I'm Gone". 4. Be alert for China or In call.
MIKE	Front will dictate	Cloud	<ol style="list-style-type: none"> 1. Cover down on #3. 2. Drop to strong hook. 3. Read route progression. 	<ol style="list-style-type: none"> 1. If Sam gives "In" call, wall off TE and run up. 2. If TE releases outside, drop off #3 and stay on top of #3 release. 3. Be alert for China or In call.
WILL	Front will dictate	Cloud	<ol style="list-style-type: none"> 1. Cover down on #2 weak. 2. Drop to weak curl. 3. Read route progression. 	<ol style="list-style-type: none"> 1. If #2 runs up through your zone, wall him off and run up with him. 2. If #2 runs to flat or blocks, drop to curl. 3. If #2 makes you remove from your alignment, give Mike "I'm Gone". 4. Be alert for China or In call. 5. Alert for Fire rules.

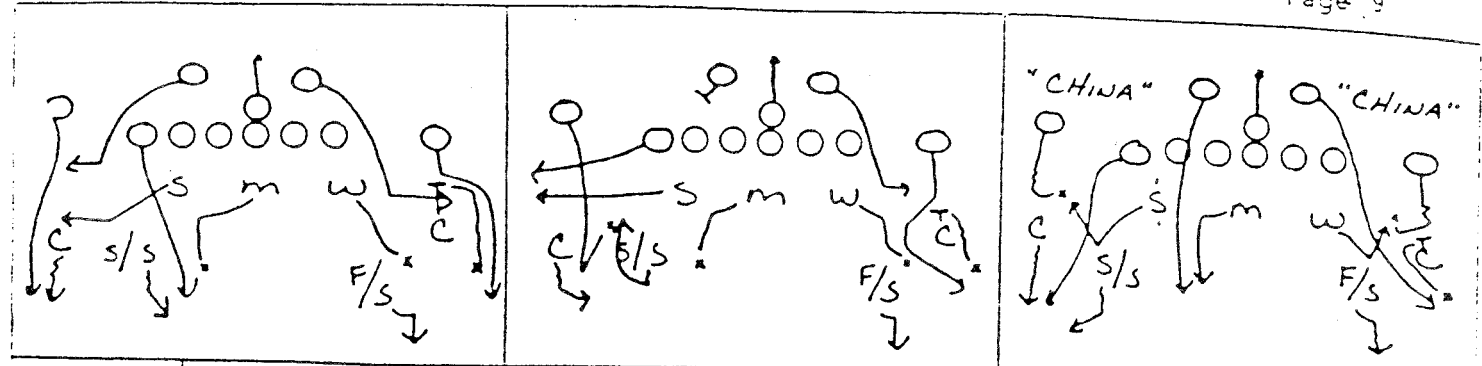


COVER SWITCH 2

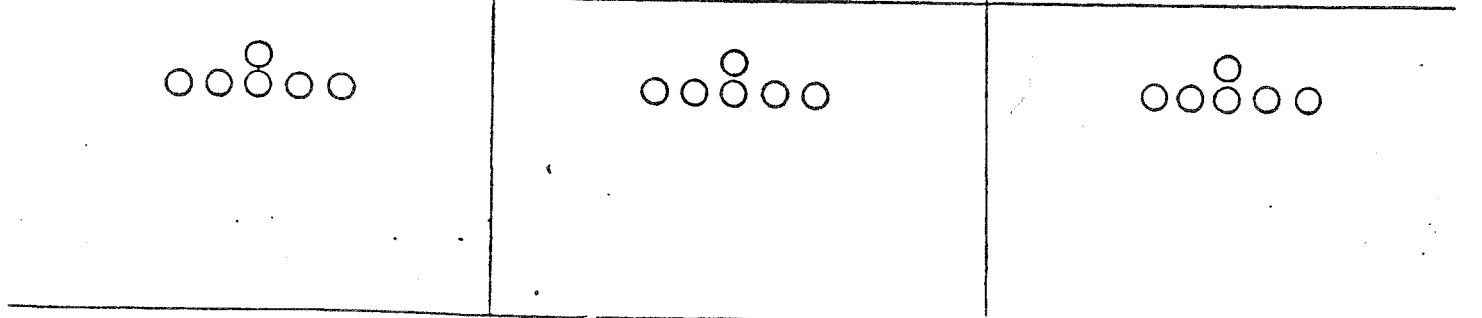
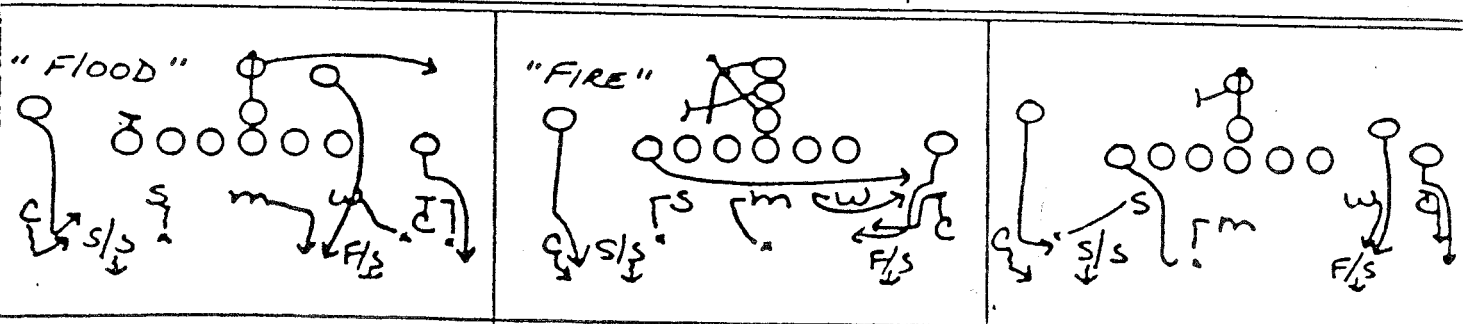


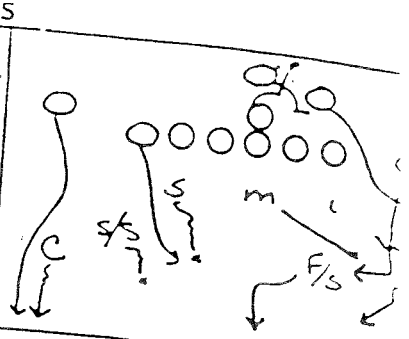
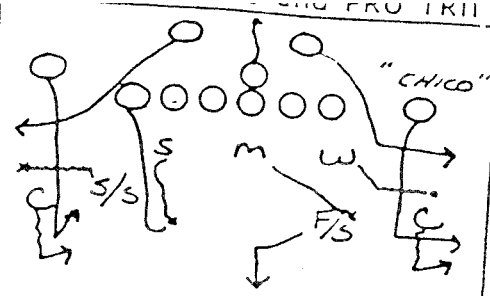
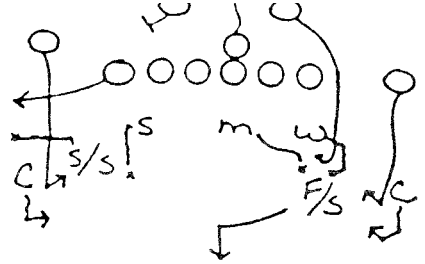
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	Same as Double Switch	Same as Double Switch	Same as Double Switch	1. Same as Double Switch.
STRONG SAFETY	Same as Double Switch	Same as Double Switch	Same as Double Switch	1. Same as Double Switch.
FREE SAFETY	Same as C2	Same as C2	Same as C2	1. Same as Cover 2. 2. Because of SS technique, you are not as concerned with #2 strong side.
WEAK CORNER	Same as C2	Same as C2	Same as C2	1. Same as Cover 2.



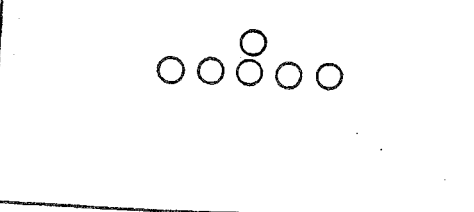
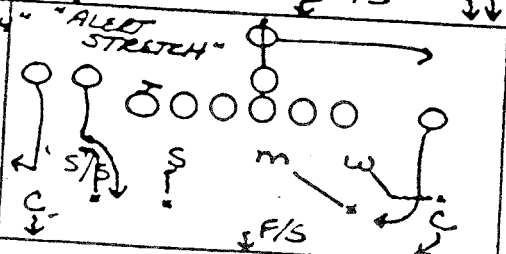
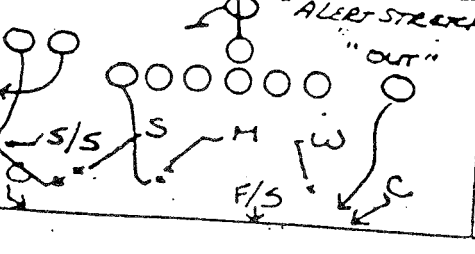
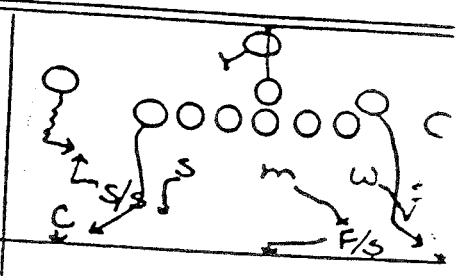
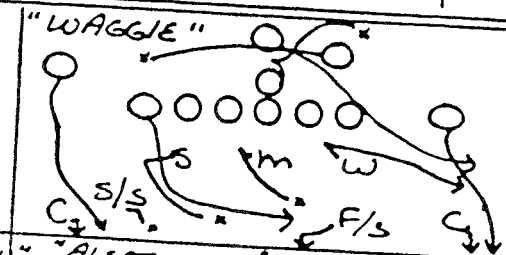
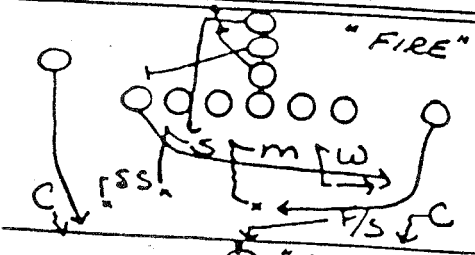


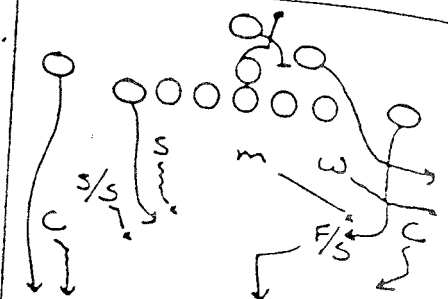
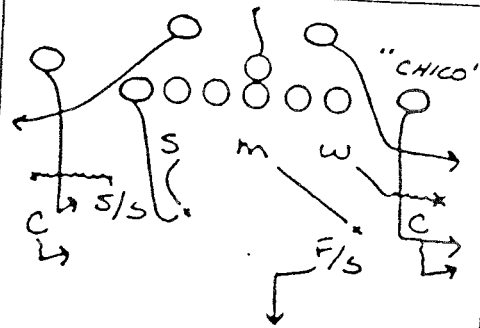
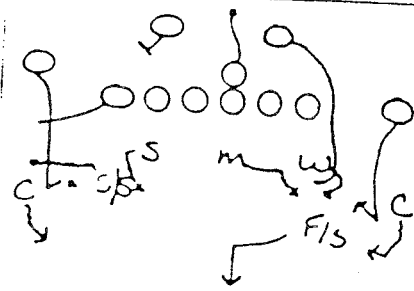
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Same as Double Switch	Same as Double Switch	Same as Double Switch	1. Same as Double Switch.
MIKE	Same as Double Switch	Same as Double Switch	Same as Double Switch	1. Same as Double Switch.
WILL	Same as C2	Same as C2	Same as C2	1. Same as Cover 2.



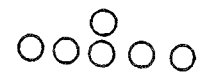
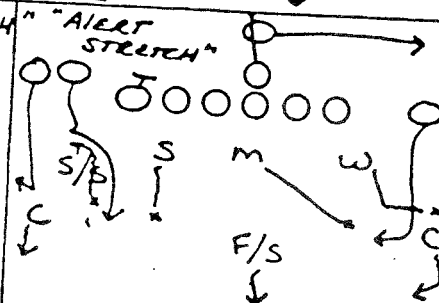
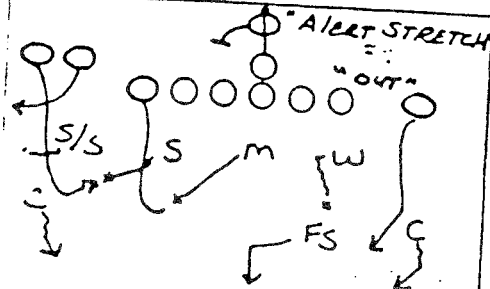
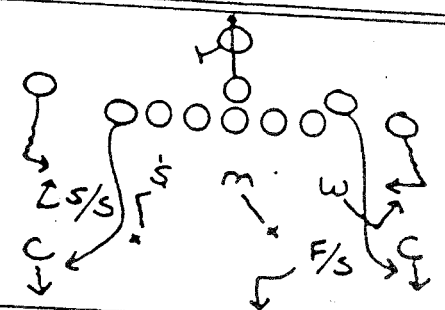
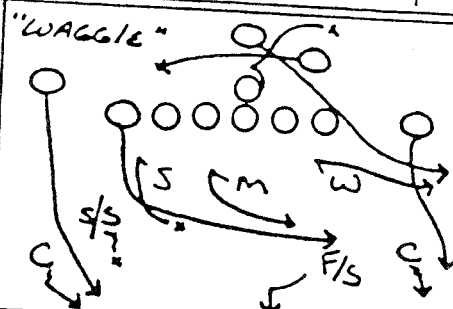
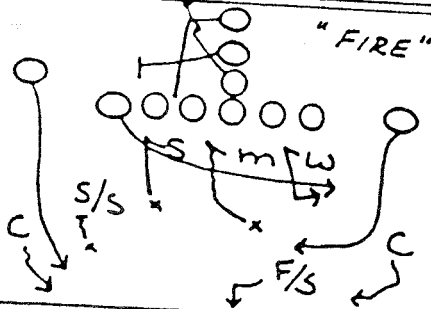


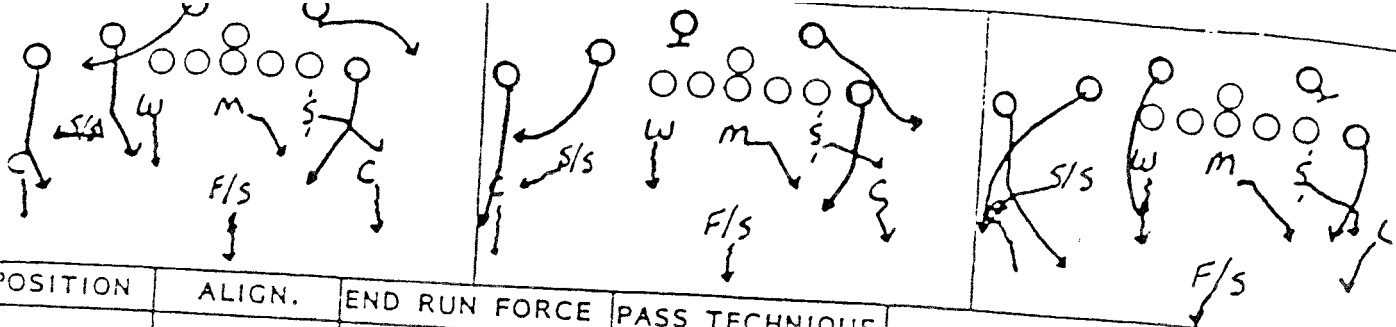
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	H/+7 On #1 (Use Split Rules)	Sky (Alert for Crack Replace)	Outside 1/3 Clue Technique	<ol style="list-style-type: none"> 1. Man-to-Man (Clue Technique) on #1 on all deep routes within your zone. 2. No underneath help "immediate" 3. Free Safety in deep middle 1 4. Vs. Cut Split, make Chico call and work outside. 5. Alert for China route.
STRONG SAFETY	+2/On Y +10 Disguise	Sky (Alert for Crack)	Curl to Flat to #2/#3	<ol style="list-style-type: none"> 1. Drop off #2, 10 yds. deep and read off #2/#3. 2. #2 or #3 flat, work curl to flat off release. 3. #2 vertical, no flat threat, drop off #2 release. 4. Vs. Trips, possible stretch alert, if Out call sink, re-route #2, drive to #1.
FREE SAFETY	+2 On Weak IT, +12 Depth Disguise	Backer Support	Middle 1/3	<ol style="list-style-type: none"> 1. Work quickly to middle of formation. 2. Get depth and read QB. 3. Don't jump intermediate routes. 4. Know #1's splits and be alert for quick posts.
WEAK CORNER	H/+7 On #1 (Use Split Rules)	Backer (Alert for Crack Replace)	Outside 1/3 Clue Technique	<ol style="list-style-type: none"> 1. Same as Strong Corner. 2. Vs. strong formation, (Blue/"I" Over) or Trips, focus more on #1.





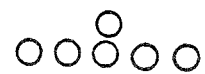
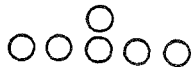
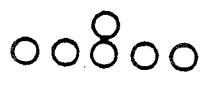
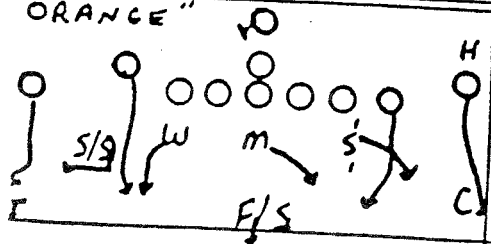
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Sky	Strong Hook to Curl, drop #3 working inside of #2/#3.	<ol style="list-style-type: none"> 1. Drop off #2 release. If shoot or cross, drop off #3. 2. If #2 releases vertical or inside, wall off and squeeze. 3. Vs. Trips, listen for "Stretch" alert call from Mike. (If Fire call, work off inside of #2.
MIKE	Front will dictate	Sky	Weak Hook to Curl off #2 Weak	<ol style="list-style-type: none"> 1. Drop off #2 weak release. If shoot, work to curl. 2. If #2 runs vertical or crosses, sit on top and wall off #2 and squeeze. 3. If #2 blocks, get depth (10 yds) and read QB. 4. Vs. Trips, give stretch alert call to Sam. If quads, communicate out, out open, work to 3 strong. If #3 out settle.
WILL	Front will dictate	Backer	Weak Curl to flat off #2 Weak	<ol style="list-style-type: none"> 1. Drop off #2 release. 2. If #2 runs shoot route, work curl to flat. 3. If #2 runs vertical, squeeze #2. If #2 runs cross, settle. 4. If fire call, settle, look for 1st level crosser.

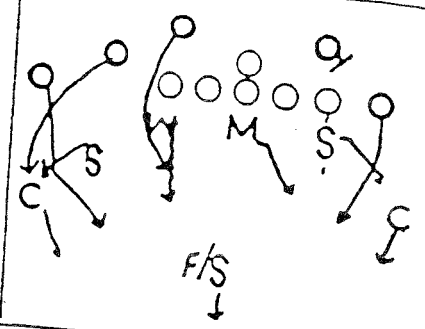
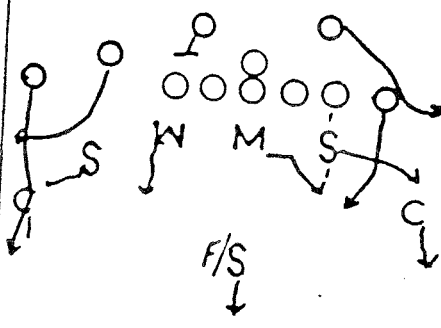
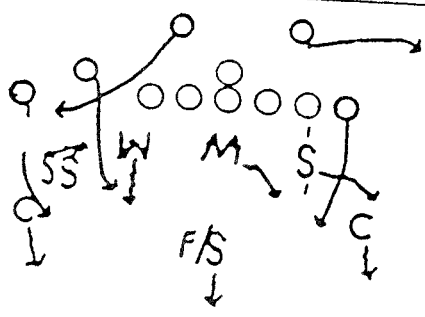




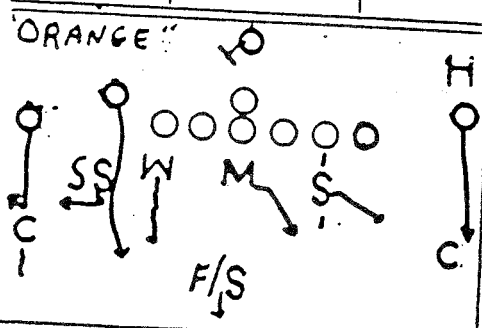
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	H/+7 On #1 (Alert Crack Replace)	Sky	Outside 1/3 Clue Technique	<ol style="list-style-type: none"> 1. Same as Strong Corner in C3 vs. Pro. 2. Be alert for Wheel route.
STRONG SAFETY	Inside Shade/+6 On Slot	Sky	Same as Cov. 3 vs. Pro Trips	<ol style="list-style-type: none"> 1. Same as Cover 3 vs. Pro Trips.
FREE SAFETY	Middle of Formation +12	Sky	Same as Cov. 3 vs. Pro	<ol style="list-style-type: none"> 1. Same as Cover 3 vs. Pro. 2. Vs. Trips, favor the Trips side.
WEAK CORNER	+2/+6 On Y	Sky	Outside 1/3 (Clue Technique)	<ol style="list-style-type: none"> 1. Same as Cover 3 vs. Pro. 2. Alert Wheel with back out of backfield.

"ORANGE"

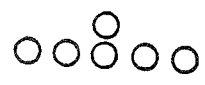
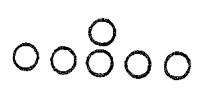


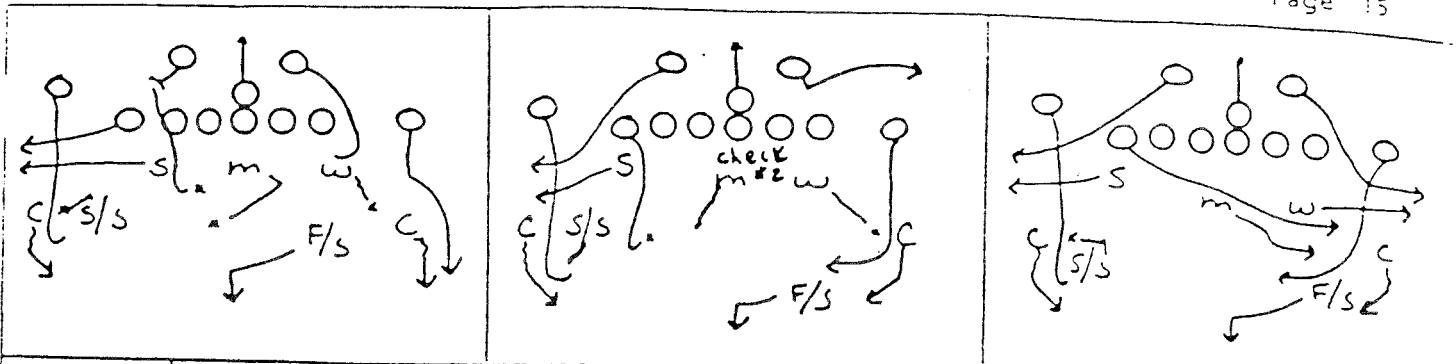


POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Sky	Weak Curl to flat, drop off outside of read on #1/#2	<ol style="list-style-type: none"> #1/#2 to flat, stay on top of route. Be alert for Wheel route. #2 blocks, squeeze #1.
MIKE	Front will dictate	Sky	Weak Hook to Curl off #2 Weak	<ol style="list-style-type: none"> Drop off #2 weak release. Wall off inside of #1/#2.
WILL	Front will dictate	Sky	Strong Hook off #2/#3	<ol style="list-style-type: none"> Work to hook. Wall off Inside #2/#3.

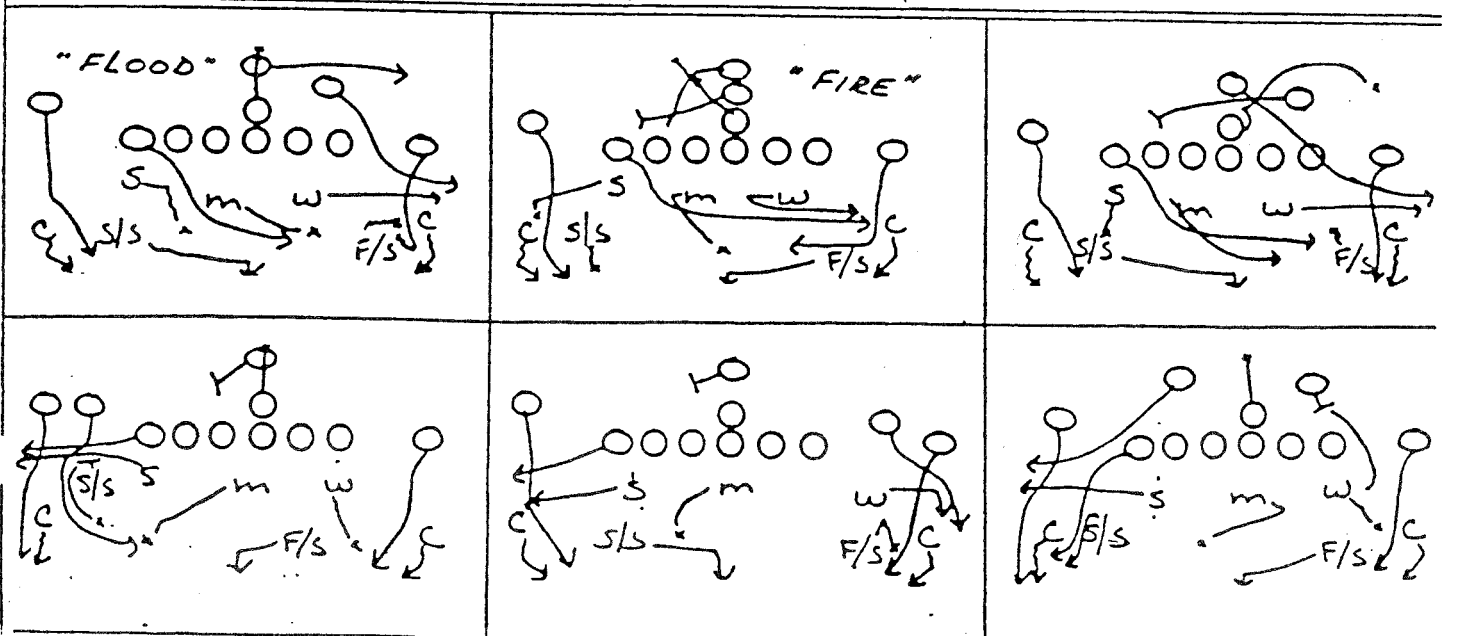


GAM, MIKE, WILL

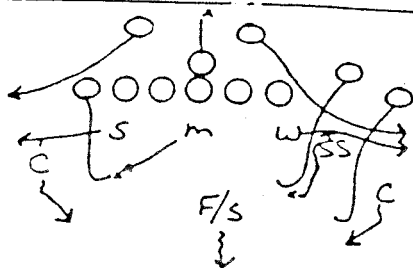




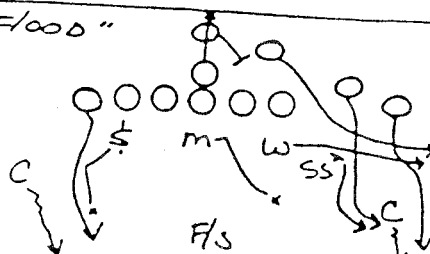
POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Same as C3	Flat	1. Same as Double Switch.
MIKE	Front will dictate	Same as C3	Same as C3	1. Same as C3. 2. If #2 weak blocks or runs vertical, check TE (#3 strong).
WILL	Front will dictate	Same as C3	Same as C3	1. Same as C3.



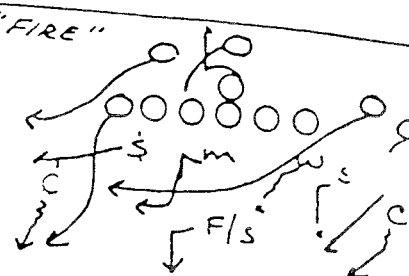
COVER 3 EXCHANGE VS. SLOT



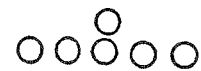
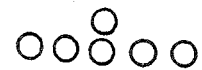
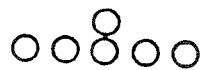
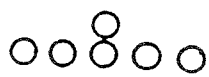
"Flood"



"FIRE"

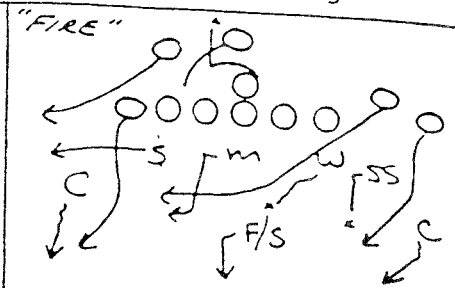
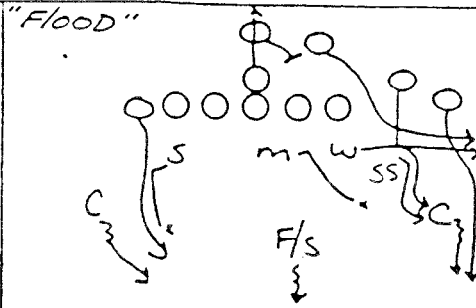
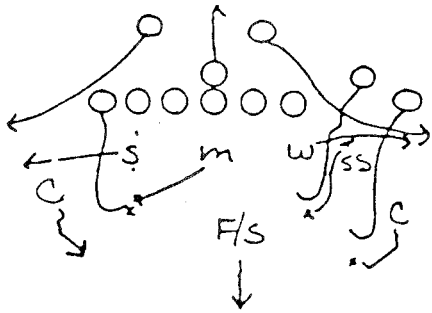


POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
STRONG CORNER	H/+7 On #1	Same as C3	Same as C3	1. Same as C3.
STRONG SAFETY	+3 On Y +6	Same as C3 vs. Slot	Same as C3 vs. Slot	1. Same as C3 vs. Slot.
FREE SAFETY	Middle of Formation +12	Same as C3 vs. Slot	Same as C3 vs. Slot	1. Same as C3 vs. Slot.
WEAK CORNER	IS/+6 On Slot	Same as C3 vs. Slot	Curl	<ol style="list-style-type: none"> 1. Drop off #2's release. 2. #2 slant out, drop Curl. 3. #2 vertical, drop Curl. Lock on corner route. 4. #2 inside, squeeze and play Hook 5. #2 cross, play Hook to Curl on #3 release.

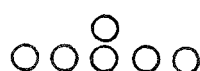
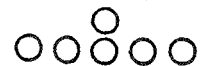
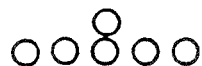


COVER 3 EXCHANGE VS. SLOT

Page 17



POSITION	ALIGN.	END RUN FORCE	PASS TECHNIQUE	COACHING POINTS
SAM	Front will dictate	Same as C3 vs. Slot	Same as C3 vs. Slot	1. Same as C3 vs. Slot.
MIKE	Front will dictate	Same as C3 vs. Slot	Same as C3 vs. Slot	1. Same as C3 vs. Slot. 2. If #2 weak blocks, check #3 strong.
WILL	Front will dictate	Same as C3 vs. Slot	Flat	1. Drive flat and read QB. 2. #2 through Zone, cover him.

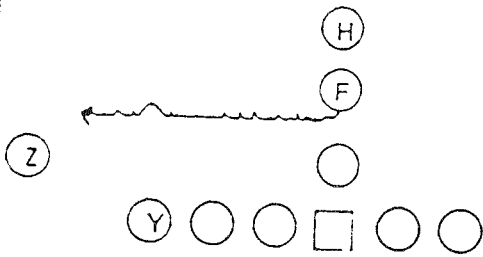


BACK - MOVEMENTS

Page 19

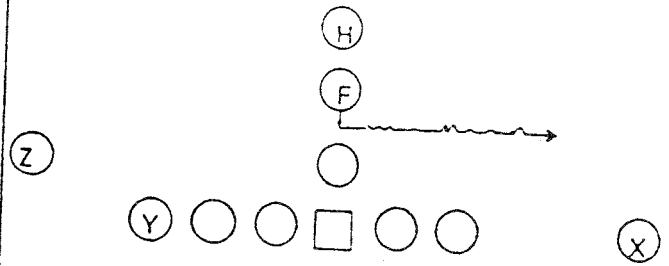
Motion

Back motion to passing strength.



Divide

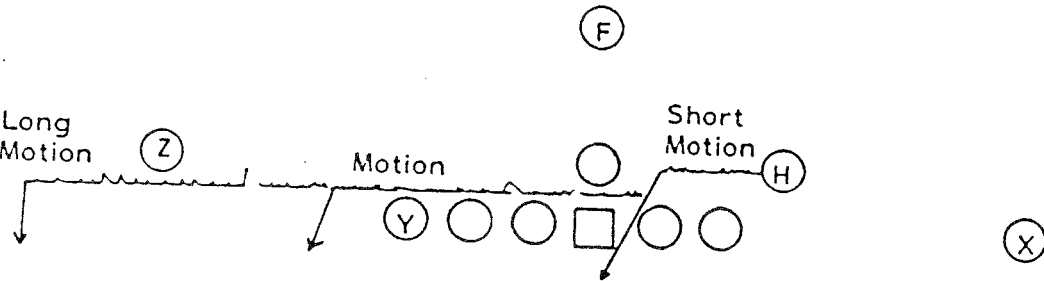
Back motion away from passing strength.



Long Motion

Motion

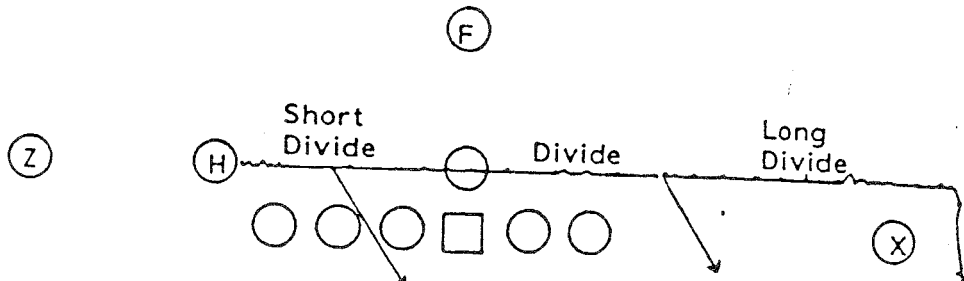
Short Motion



Short Divide

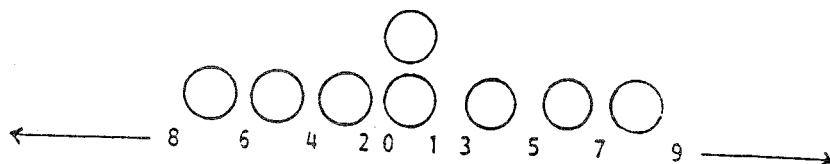
Divide

Long Divide



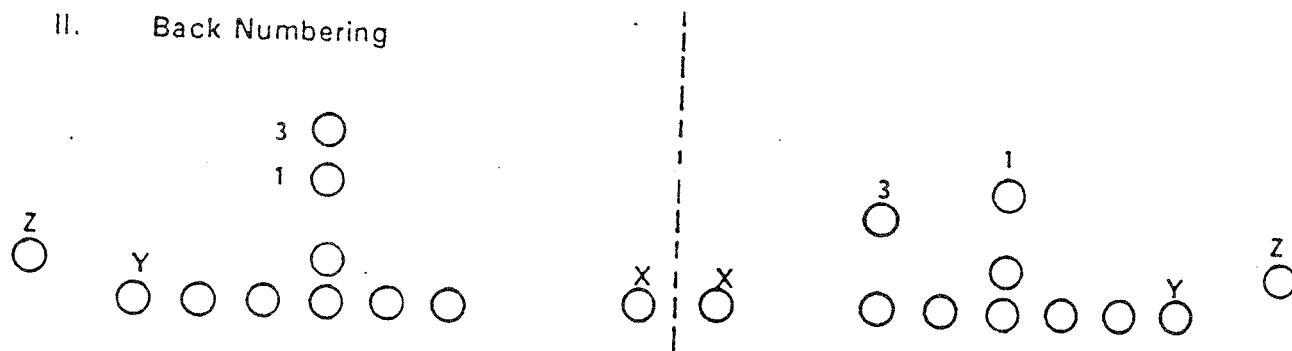
OFFENSIVE NUMBERING SYSTEM

I. Line Hole Numbers



- * Note: The 0 and 1 hole is used for any running play designed to be run on the hip of the Center. Even numbers left and odd numbers right.

II. Back Numbering



- * Note: The Fullback will be designated the "1" Back, and the Halfback or Tailback will be designated the "3" Back. Combining the "Back" number with the "Hole" number will give you who carried the ball and the point of attack; i.e., 38, 19.

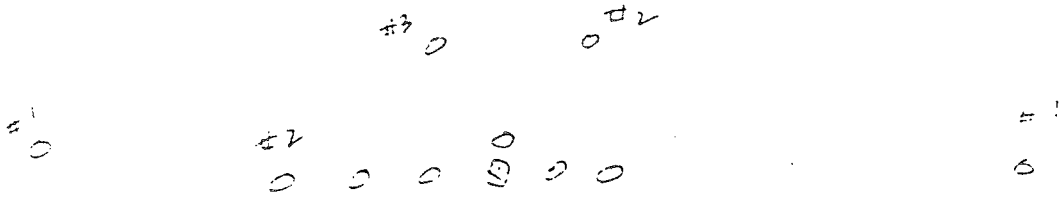
III. Run Series

Plays will be grouped into series based upon blocking schemes and backfield action.

Sprint Draw

QB hands to Tailback off Fire or Flow Action (SP DR 36).

COVER 8 QUARTERS



C

C

Key #1

- Backside: down 3/4

in snare: tail or
stay on top
temp 13

2

5

- Key #2

- backside: deep 1/3

- run support

- #2 blocks - now
you are run support

ECO 5014

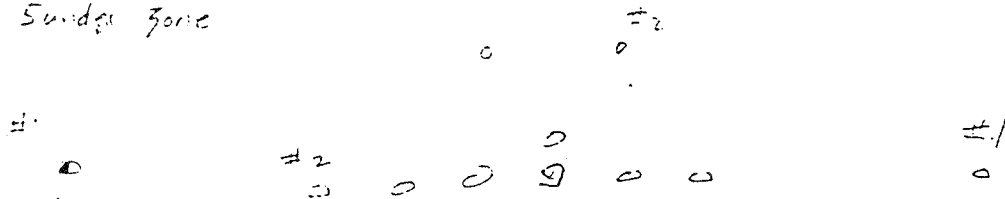
C-5 - $\frac{1}{2}$ - zone under

3 $\frac{1}{4}$

2 man under $\frac{1}{2}$

C-4 - man

POVER 5
 $\frac{1}{2}$ - Sunder zone



syndicate inside
 #2

rv. force

pitch responsibility

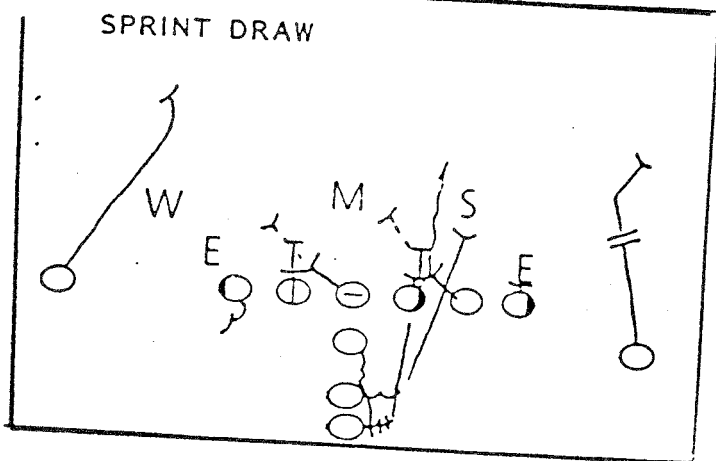
route #1 and get
 into a trail position
 to get under the throw

- R S
- 10-12
 - cover formation
 - behind the field
 - no more than 2yds
 outside the hash
 - lean on #2 on two
 vertical routes

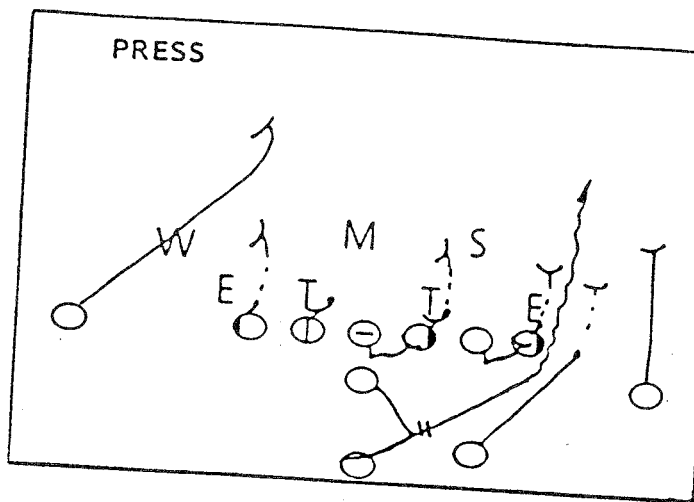
- Press
 - Toss
 - Slant
 - Lead Draw
 - Straight
 - G Sweep
 - Counter
 - Z Reverse
 - Stutter
 - Power O
 - Belly
- QB fronts out and hands to Tailback with man-to-man zone blocking outside with no cutback.
 - QB tosses to a back (Toss 38).
 - Plays with one-on-one blocking weak or split side.
 - Diversionary run off of initial pass look (13 Lead Draw).
 - Plays inside with one-on-one blocking inside the tackle.
 - Outside run with front side guard pulling outside.
 - Ball Carrier's initial move is away from P.O.A. (CT 37).
 - Play that goes in opposite direction of flow (Toss 38 Z Reverse at 9).
 - Counter O.T. Weak.
 - Play with double team at the P.O.A. with kick out by back and guard pull (PW G 36).
 - QB faces or fronts out handing ball to Tailback with the option to win it back.

OFFENSIVE NUMBERING SYSTEM

SPRINT DRAW

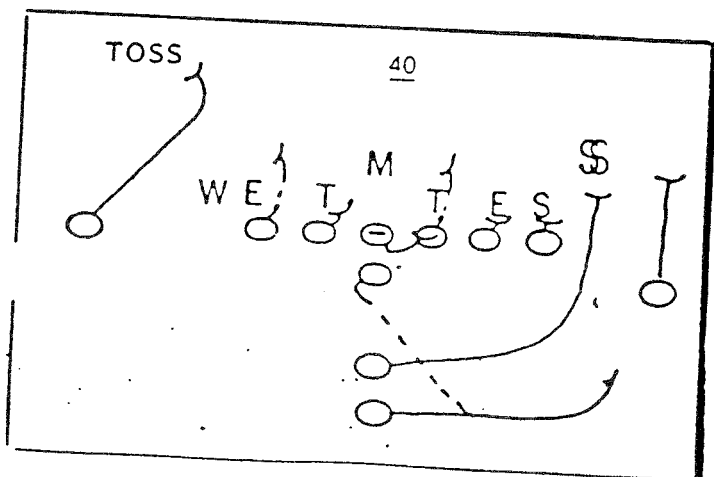


PRESS

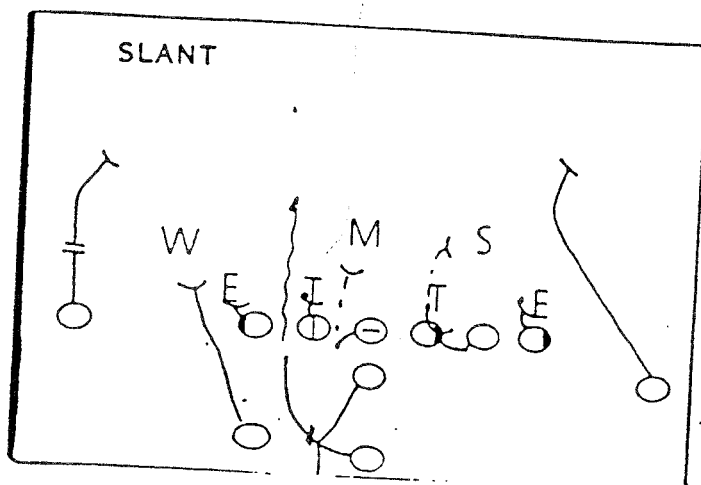


TOSS

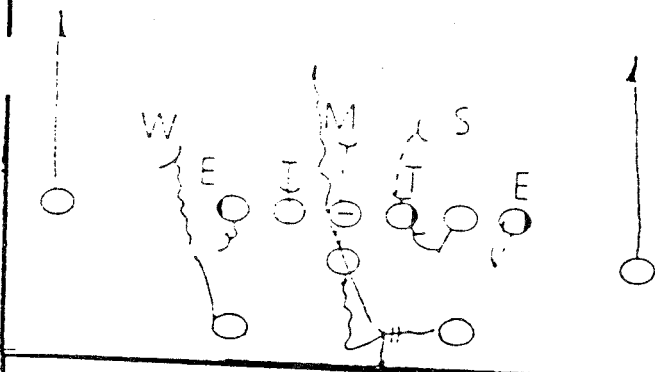
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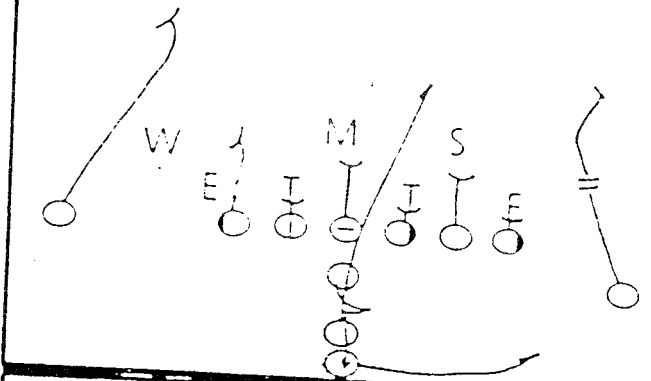
SLANT



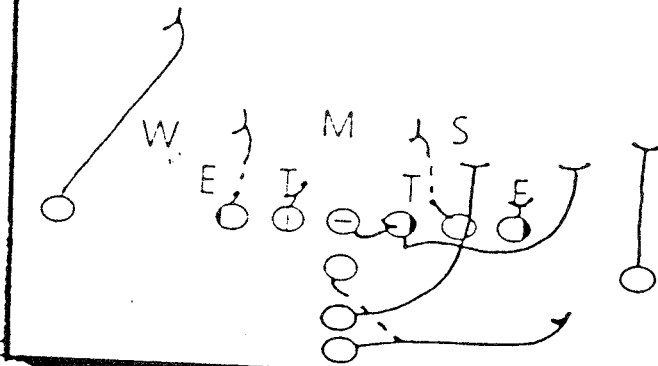
LEAD DRAW



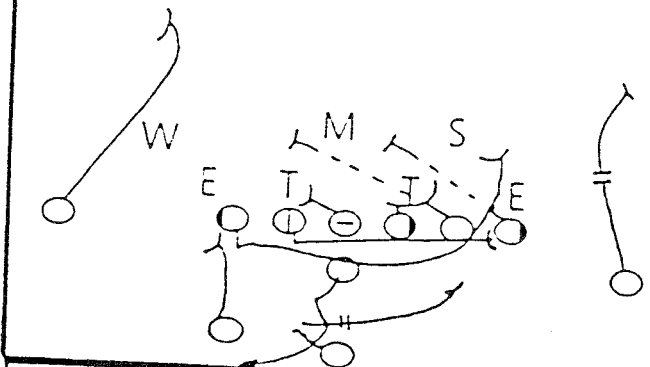
STRAIGHT



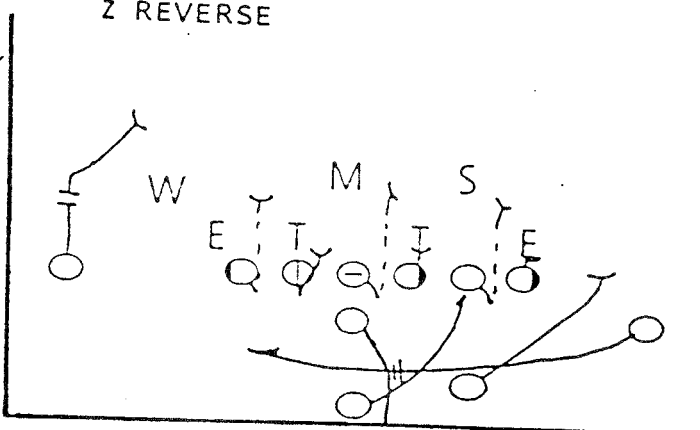
G SWEEP



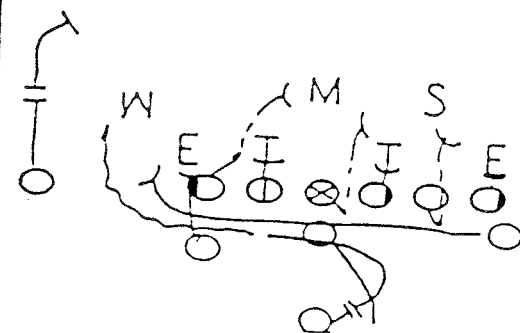
COUNTER



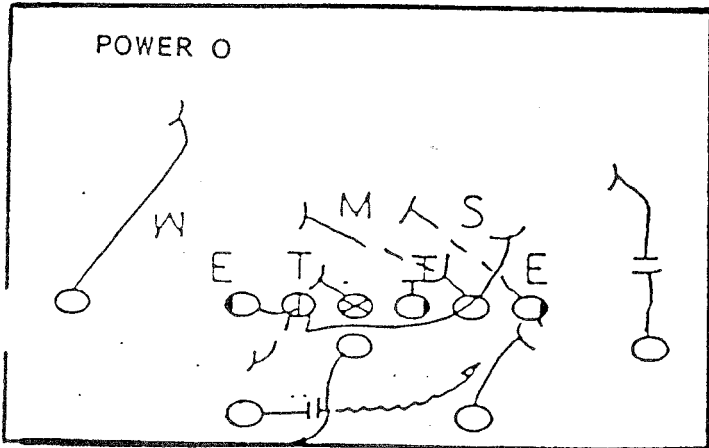
Z REVERSE



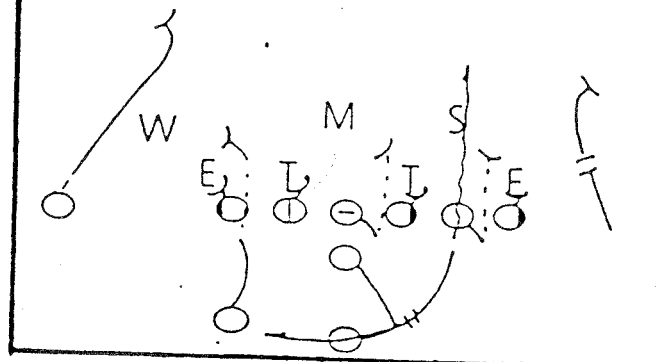
STUTTER



POWER O

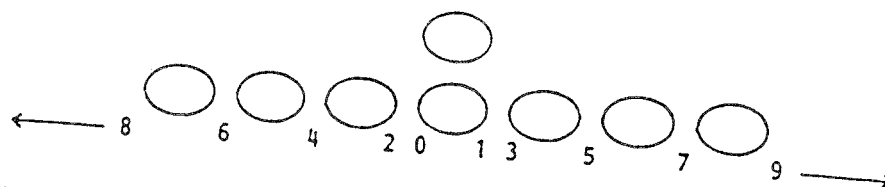


BELLY



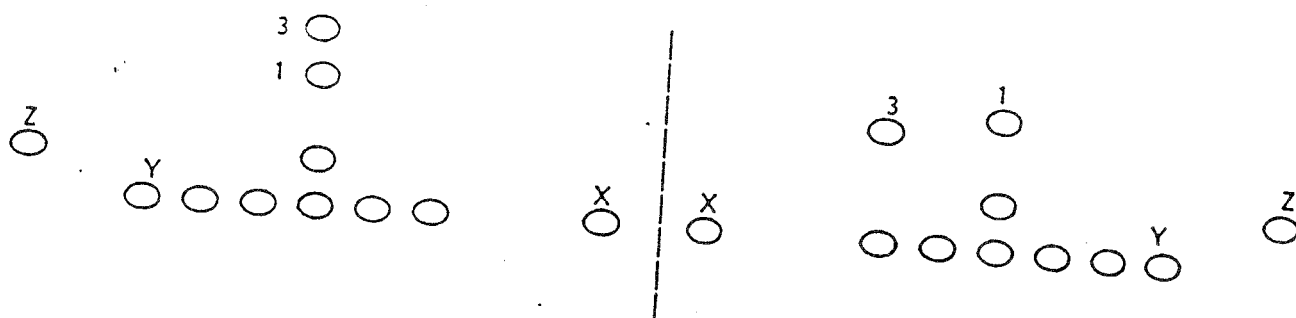
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*Note: The Fullback will be designated the "1" Back, and the Halfback or Tailback will be designated the "3" Back. Combining the "Back" number with the "Hole" number will give you who carried the ball and the point of attack; i.e., 38, 19.

III. Run Series

Plays will be grouped into series based upon blocking schemes and backfield action.

- | | |
|--------------|---|
| Toss | - QB tosses to a back (Toss 38). |
| Sprint Draw | - QB hands to Tailback off Fire or Flow Action (SP DR 36). |
| Lead | - Lead Block by back on inside running play (33 Lead). |
| Counter | - Ball Carrier's initial move is away from P.O.A. (CT 37). |
| Sweep | - Outside run with the ball handed off (Sweep 19). |
| Power G or D | - Play with double team at the P.O.A. with kick out by back and guard pull (PW G 36). |
| Trap | - Where defensive line or LB'er blocked by offside offensive lineman (13 Trap). |
| Straight | - Plays with one-on-one Zone blocking (37 Straight). |

Run Series (Cont'd.)

- | | |
|---------|---|
| Dive | - Quick hand-off with flow (14 Dive). |
| Option | - Inside fake with opposite back going in pitch relationship (14 Option). |
| Pitch | - Quick outside play (39 Pitch). |
| Cut | - Used to designate that ball carrier cut back away from initial hole (34 Cut). |
| Reverse | - Play that goes in opposite direction of flow (Toss 38 Z Reverse at 9). |
| Draw | - Diversionary run off of initial pass look (13 Lead Draw). |